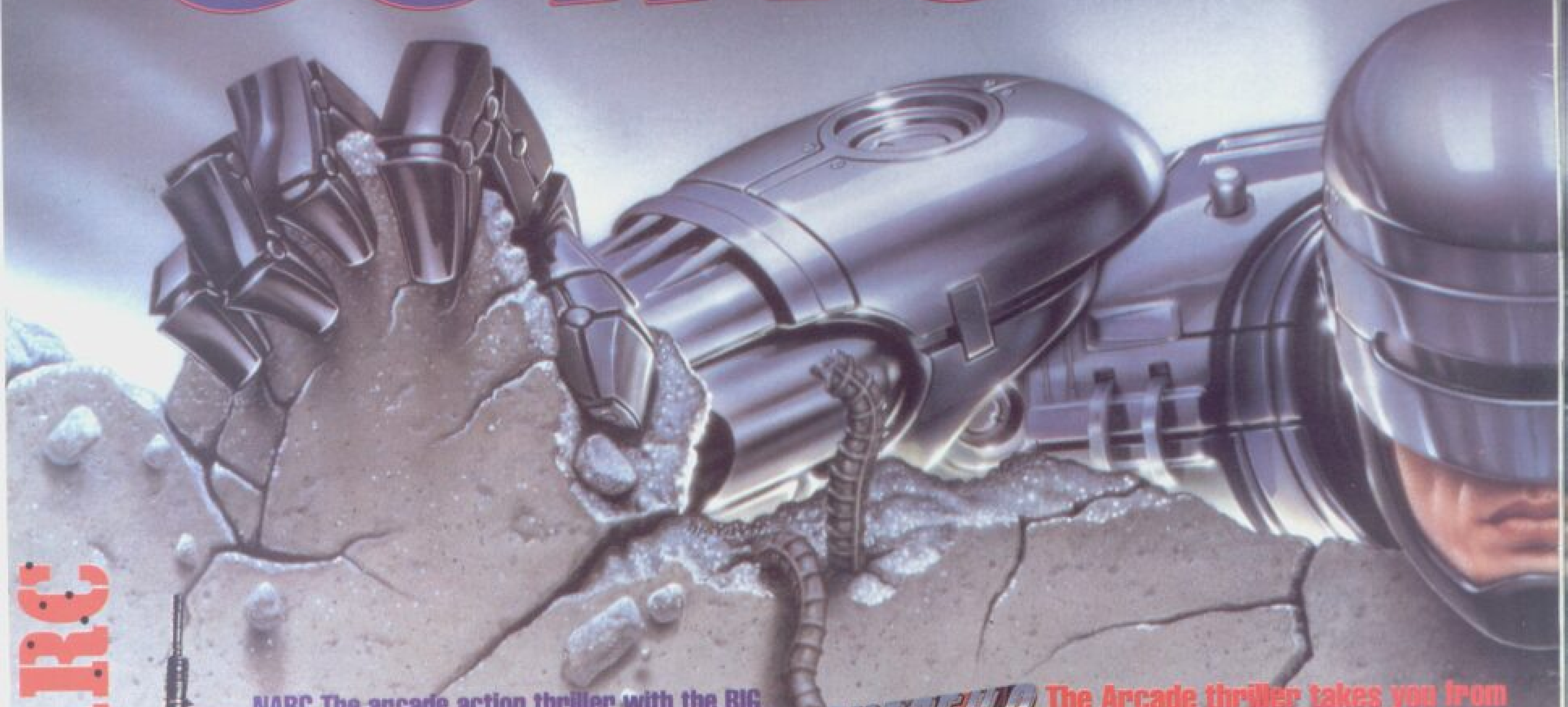
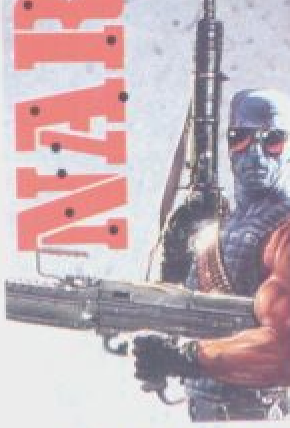


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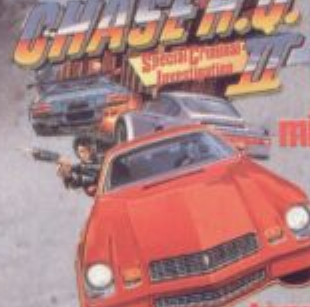
GOING OV





NARC

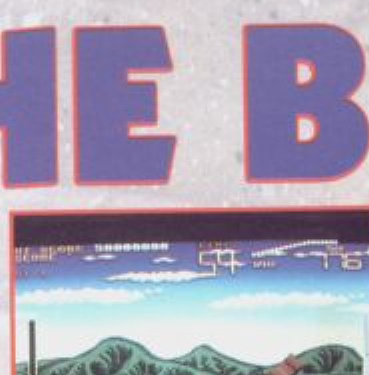
NARC The arcade action thriller with the BIG finish. Infiltrate the criminal underworld - your mission is to seek out and destroy the king pin of the MR BIG CORPORATION - if you get that far.
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The Arcade thriller takes you from the bright lights of Paris to the rugged terrain of the Sahara. Your mission is to track down, chase and apprehend the dangerous criminals. It's FASTER - explosive power sends you bulleting through various terrains - hold the line or plough the fields! It's TOUGHER - the criminals wield some heavy hardware - but so do you! You can shoot but you must dodge their flak... heavy gunfire, trucks unloading their cargo onto your bonnet... it's the meanest pursuit game to hit the micro screen.
The extra features will leave you gasping for extended play weather changes, bodyguard squads, grenade lobbing bikers, gun-choppers... just play it!... we dare you to stop!

FOR THE BEST IN S

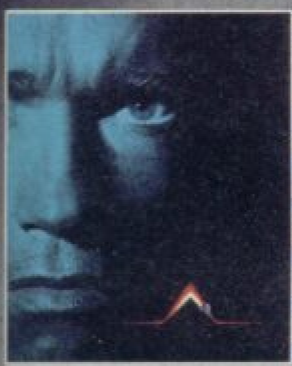




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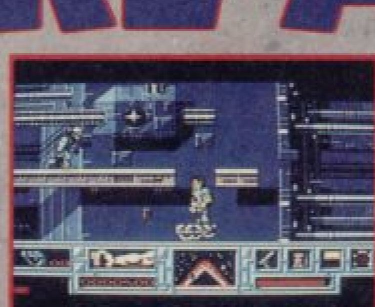
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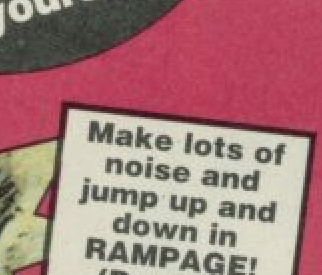
YOUR SINCLAIR

THE MAGNIFICENT 7 No 3

Golly. Ooh. It's all so terribly exciting. Er, it's the tape. It's just so incredibly good, and, well, ooh, you'd better have a look for yourself...



Make lots of noise and jump up and down in RAMPAGE! (Page 6!)



Things are hotting up over in THE ICE TEMPLE on page 7!



Spin to win in our TOP FRUIT SIM on page 7!



Reach for the skies of the solar system! SYNTAX on page 8!



Get saucy with your sorcery in our demo of MYSTICAL on page 8!



Life ever-lasting in POKERAMA on page 9!



Don't forget to pack your compass for DOMINION on page 9!

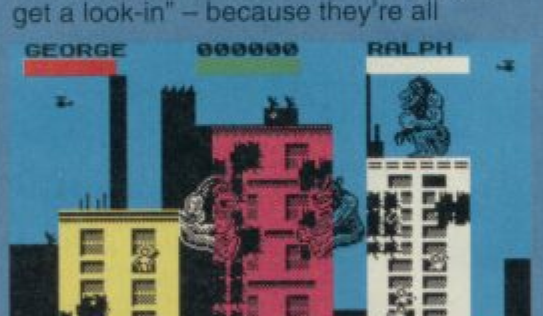
RAMPAGE

Activision

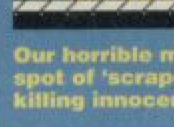
COMPLETE GAME



Walloping wombats! Here's something for the bad boy lurking inside all of us! According to the blurb, this is "the game where the nice guys don't get a look-in" – because they're all

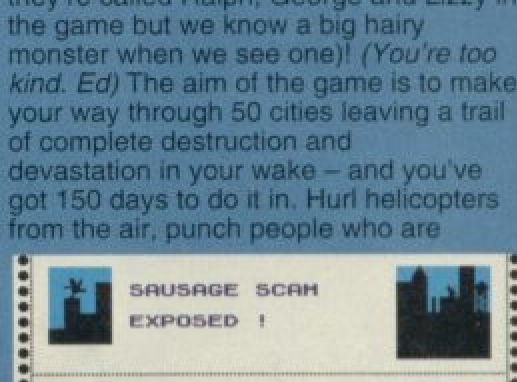


Our horrible monster friends indulge in a spot of 'scraper-racing' inbetween bouts of killing innocent residents.



getting trapped under falling masonry and trampled on! Yikes!

The reason for all this mayhem is that your 'heroes' are a trio of old movie monsters – King Kong, Godzilla and Wolf-Man. (At least that's who they look like – they're called Ralph, George and Lizzy in the game but we know a big hairy monster when we see one)! *(You're too kind. Ed)* The aim of the game is to make your way through 50 cities leaving a trail of complete destruction and devastation in your wake – and you've got 150 days to do it in. Hurl helicopters from the air, punch people who are



So the mayor wants this rampage to stop, eh? But we've only just started!

looking out of windows, climb up the sides of buildings and then give them a great big bash to make them tumble to the ground – it's all brilliant fun! And a bit of a riot! So go get wrecking!



Crikey. What a bunch of hairy yobs! (Actually, Spec-chums, if proof were ever needed that we're in the business of giving away truly top-notch games, then you might be interested to hear that Rampage has just been released on console. And you get it for free!)



CONTROLS

Joystick, or choose your own keys.

THE ICE TEMPLE

Blue Ribbon

COMPLETE GAME


Ooh! A really pretty picture! This is presumably the location of your impending mission (if, of course, you choose to accept it).

Have you ever wondered what it's like to be a space-age dustman? Well no, neither have we really – but we know now! And it's no picnic!

Take Nick Razor. He's just spent all his hard-earned dosh on a 'Hot Hatchback' Space Cruiser – only to have it stolen from right under his nose! And as if that weren't enough, when he eventually tracks it down to an entertainment complex called The Ice Temple he stumbles on some horrible plot to exterminate mankind. You see, this 'temple' place is actually a reactor which is sapping the earth's heat energy and using it to fuel alien warships. And guess where they're all headed? That's right! Straight for Tunbridge Wells! (Or somewhere.) Oh no!

Basically, Nick's got to save the earth by collecting all 8 bits of the reactor and chucking them down the rubbish chutes. Oh, and blasting away at squillions of zippy-zappy, squidgy alien thingies in the meantime that keep on buzzing around and generally trying to kill him. It's a nighty basically. (But made just a little bit easier by the jetback he's got strapped to his back! Hurrah!)

CONTROLS

Joystick or 3 sets of keys. Left: O Z Q; Right: P X W ; Up/Thrust: Q O E; Down Acitvate: A K R; Fire: N 0 T; Pause and Restart: Break or Caps/Space.



Get out the sunglasses! We're being blinded by colour! (As you can see it's all jolly 'tunnely'. And it goes 'down' as well as 'along' too.)

TOP FRUIT MACHINE

Arno Van Der Hulst

COMPLETE GAME

It's fun! It's addictive! And you don't need a pocketful of small change to play it! This month's reader game is a fabby fruit machine sim and comes all the way from the land of rubbery cheese and tulips – hello, Holland! Arno Van Der Hulst is the name of the bloke who's programmed it and rather a good job he's done on it too. (So much so in fact that the Codies have got him writing his first professional game for them, called *Hurricane Bomber*. Lorky O'Rourkey.)


Pretty impressive, eh? Mr Van Der Hulst, you've done yourself proud!

Top Fruit Machine was originally reviewed in Crap Game Corner where Rich gave it the big thumbs-up. It's divided into 2 parts. First up is your usual 'pull-the-handle-and-gamble' bit where you can either increase your score or collect your winnings. If you manage to get 3 Top-symbols on the win line then it's time to move on to the next bit, the Wheel of Fortune. (Da da!) The aim here is to stop the blue flashing light at the point where you can get the biggest prize. There are 3 levels to this and you generally get to start at Level 1 (unless you're very lucky). Most of the bits and pieces that appear on the screen are self-explanatory but the following may need a bit more info...

Step This means that next time round you get to start on Level 2.

Trail Press Space when your number is red. (When all 5 are red you're on to a nice little earner.)

Again Get this and your next prize is doubled.

Easy, eh? So what do you win then? Well, unfortunately there are no green monkeys or fluffy gonks up for grabs – just loads and loads of points. Hey-ho. (But here they are anyway!)



Money. That's what we want. (But unfortunately we're not going to get it. At least not in this game.)

COMBINATIONS

2 points Plum – Plum – X • Cherry – Cherry – X • Apple – Apple – X • Lemon – Lemon – X

4 points Dollar – Dollar – X • Pear – Pear – X • Bell – Bell – X • Bar – Bar – X

16 points Plum – Plum – Plum • Cherry – Cherry – Cherry • Apple – Apple – Apple • Lemon – Lemon – Lemon

20 Points Bar – Bar – Bar

40 points Grapes – Grapes – Grapes • Bell – Bell – Bell

80 Points Pear – Pear – Pear

200 Points Dollar – Dollar – Dollar

And there you have it! *Top Fruit* is easily as good as the real thing – all you need to do now is get your little sister to blow salt water at you through a straw and you could almost be on Brighton Pier. And it's all thanks to Arno! What a dude!

CONTROLS

Use keyboard. Space: Roll, gamble and select a prize; 1, 2, 3: Hold; 0: Release hold and collect winnings; S: Start game.

SYNTAX

Blue Ribbon

COMPLETE GAME

Everyone's got enemies, but the horrible green aliens who live on Syntax just about take the biscuit. For 20 years now they've been plotting the downfall of mankind by developing this huge sub-atomic disintegrator to blow us all up – not the most polite of neighbourly behaviour, we're sure you'll agree!



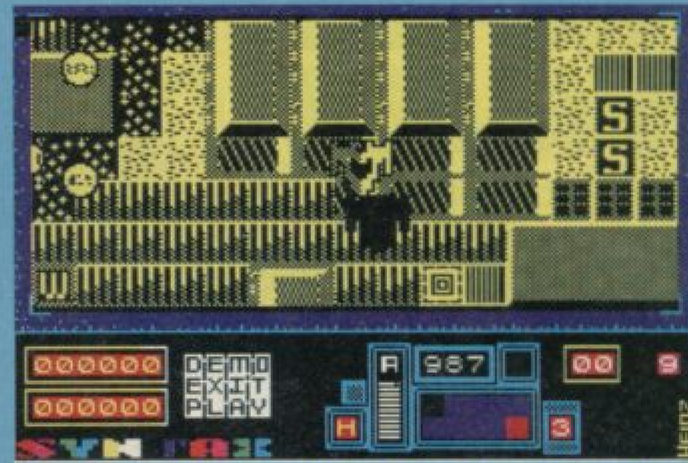
Of course, Earth's top war bods have got a bit hot under the collar about all this so they've decided to put together a crack force of brave stiff upper lip fly-boy sort of chaps to sort it out. And it looks like you're one of the volunteers! Whoops!



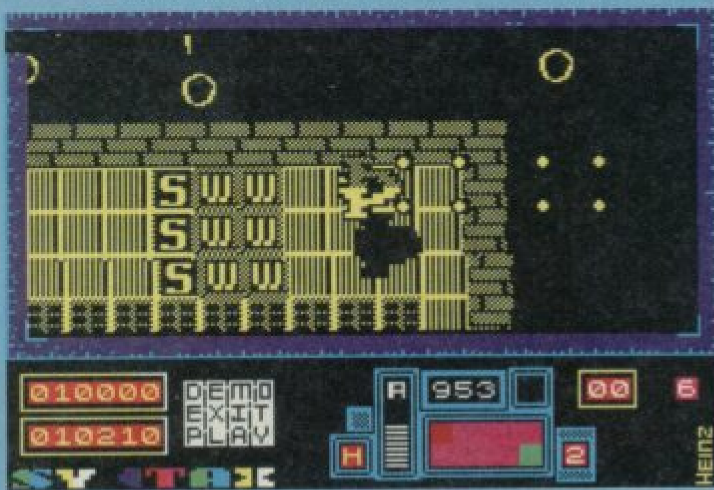
Basically, this big weapon thingy is fuelled by Syntax's molten core and can only be de-activated by the use of crystals. There are 10 crystals and 10 ventilation shafts and it's your job to pair them all off. And, er, that's it. Easy? No, of course not. But the views are spectacular and the planes are quite funky to fly, so before you dash off here are some tips...

- There are 3 flying heights, and to pick up a crystal you need to fly very low over it.
- If you find yourself running out of lasers then just do a spot of lowering down over an ammo dump and you should be as right as rain.
- Do the same over a smart bomb factory and you'll destroy all enemies in the vicinity.
- The enemy (who aren't very clever, despite their big bombs) have also placed fuel units on the planet's surface which you can use.

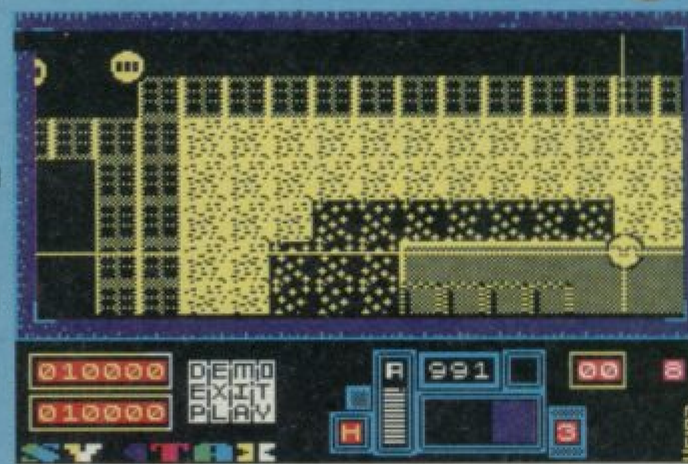
And that's about all you need to know really. Good luck, and, er, last one back to base is a big girl's blouse! Hurrah!



Come on then, Mr Ventilation Shaft, out you come. I know you're round here somewhere!



Not to sure why we're shooting here (there's nothing to shoot at!), but it's best to be on the safe side, eh?



Yegads. Not a spaceship in sight! (Have we gone invisible or something?)

CONTROLS

Joystick or usual keys.
P: Pause; A: Abort; O: Laser fire.

MYSTICAL

Infogrames

PLAYABLE DEMO

Ou est le magique? C'est dans le *Mystical*! (Which roughly translates as we've got an absolutely corking exclusive demo of Infograme's brand-new arcade adventure *Mystical*, and we're feeling jolly chuffed about it!)



You play a trainee magician with a problem – due to gross stupidity you've somehow managed to blow your boss's lab to smithereens and completely destroy all 24 of his fab and groovy spells! Ah non! Quel jerk! Luckily for you however he's quite a decent chap, so instead of turning you into a mouldy lettuce (or something) he sends you out into the big wide world to bring them all back. But hark! There are some pretty nasty bods out there and you might have to use some of those spells you find to ward them off. Also, watch out for things like scrolls and bottles to pick up (we're not that sure what they're for but they're sure to do you the world of good) and, er, that's it. So merry wand-ering! (Ho ho.)





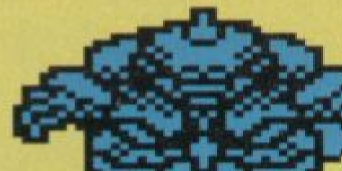
This is your play area, with you basically walking up in a vertical line encountering various strangers and pick-up thingies along the way. Quick trot!



The skull and crossbones lying on the ground behind our little fella means he's just killed someone.

CONTROLS

Usual keyboard controls. Q = Up; A = Down; O = Left; P = Right.



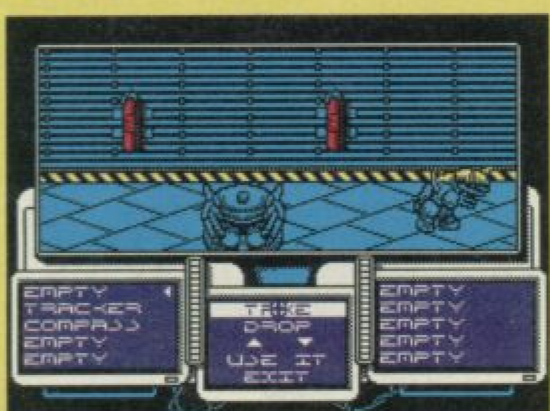
DOMINION (DAWN OF NEW EDEN)

Pandora

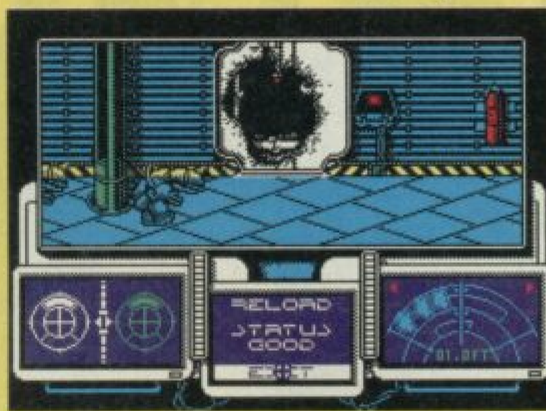
PLAYABLE DEMO

Phew! A concept game. Right, are you sitting comfortably? Then we'll begin... Once upon a time when the galaxy was still young there evolved a race called the Chitona, who fast became the sort of 'godfathers' of outer space, ruling over everything and making sure it was all ticking along nice and hunky-dorily. Because they existed only as forms of pure thought energy however (and so couldn't zip around in spaceships), they built a probe called Mentor which visits the odd planet now and again and tests the worthiness of their species. If Mentor doesn't like you then you get frazzled to crusty bit of dried bacon, but if





These pesky blighters are all over the place. Give 'em a taster of your laser gun!



A-ha. Time to go exploring in yet another room. (Not that it'll look that much different from this one but then beggars can't be choosers, eh?)

he does then you're given the ability to communicate with other planets (and so sort of go up the ladder in the interstella heirarchial scheme of things).

And guess who's next? Aww, you guessed! That's right, folks, now it's your turn to prove that you (and the whole of the human race) are actually intelligent beings and really worth keeping alive. Tricky stuff at the best of times. What we've got here is a demo, but not a completely playable one (because it's not entirely finished). You can however have a jolly good wander-round and sort of shoot your gun a bit, making sure you waste the bad aliens as opposed to the good ones. You can also pick up bits and pieces to store safely in your pocket until you think you might need them (which, in this demo, you probably won't).

It's all quite tricky to get to grips with, but you'll get there in the end. Just have a look at the annotated screen over there to sort out what all the menus do, and you should be well on your way.



WHAT AN AWFUL LOT OF CHOICE

Once you've loaded in the demo of *Dominion*, you'll see the main menu. Each item corresponds to a sub-menu, and these are as follows...
• MOVE You can either move around the rooms using this, or the joystick.



• WEAPON (A) This gives you info about what gun you've got, what shape it's in, and, er, a whole lot more besides.
• PACK (B) Throughout the game you can pick up various objects and pop them in your knapsack. Here you check out what you've got, and perhaps choose to use one of them.
• WINDOWS (C) Either side of the menu area is a screen. These show you your compass, your current weapon and ammunition, things like that. Here you choose what to see and on which screen.
• MAP Just as it says. This brings the map of the whole area onto the screen, which grows in size depending on the number of rooms you've gone into.

CONTROLS

Usual keyboard controls. Use M to toggle between the windows.

POKERAMA 3

Jon North

Yes, once more it's time to wave goodbye to all that honesty rubbish, put on your cheatin' boots and follow Jon North down the unprincipled path.

Here's this month's stuff...
Extreme Infinite time, energy and ammo.
Kamikaze Infinite lives, no limit on killed hostages.
Spindizzy Infinite time.
Helter Skelter Infinite lives and time.
Light Corridor Infinite lives.
Tarzan Goes Ape Infinite lives.
HKM Infinite lives.
Mach 3 Infinite lives.

It's a fact of life, Spec-chums, that strong moral fibre doesn't kill baddies. Let you cheatin' heart rule your head!



And here we are in the scrolly. Lots of goss from Mr North (we haven't got a clue what he's on about either) and a couple of games besides.

Tape Trubbs

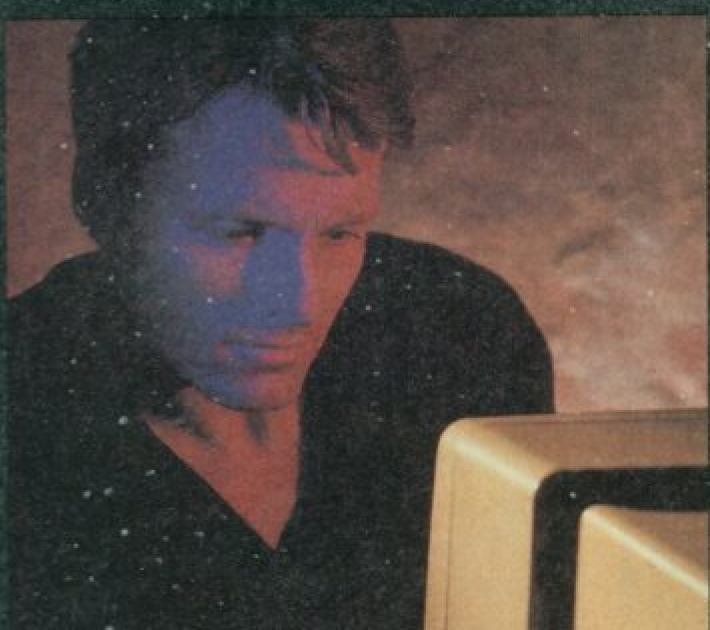
Tape giving you jip? Mmm. Sorry about that. But don't despair – help is at hand! Simply wrap it up nice and warm and send it off to *YS* Magnificent 7 No.3, Tape Returns Dept (June ish), Ablex Audio Video Ltd, Harcourt, Halesford 14, Telford, Shropshire TF7 4QD. So long as you bung in an sae to keep it company you should get a replacement within 28 days. With a bit of luck. Hurrah!

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available for the ST. Lotus 1-2-3-compatible, fast and easy to use, but very powerful.

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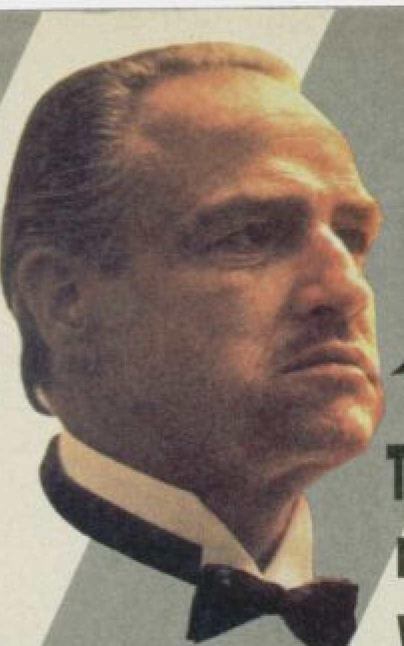
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More than just great games





Pssst

A YS GUIDE TO SPECCY GAMEPLAYING

This month we show you how to improve your Speccy gameplaying. Plus! A couple of compos! And! Some pretty dodgy Italians! (It's an offer you can't refuse!)

Speccy games, eh? How do you play yours? Do you lie on the floor in front of the telly? Or just 'sit' down on one of those stupid orthopaedic kneeling stools? Have you got a special pair of gaming trainers? Or is your own personal brand of joystick waggling more compatible with the karmic state of total undress (ie you do it in the nuddy)?

Whichever your preference, these personal little things all exist to help you blast away as efficiently as possible. But there is an approach which is more or less applicable to Spec-chums the whole world over, and we're going to show it to you right now. Just follow this simple guide and you'll not only become quite incredibly cool, you'll also be getting high scores beyond your wildest imagination.*

* Although that's not a money-back guarantee.

PLAY TO WIN!

1. The Computer Ideally a Sinclair Spectrum, if you're going to be playing Spectrum games. It should, of course, be plugged into the mains and switched on.

2. The Games Actually, you don't really *need* these. Instead you can write something called a 'program', feed it into the computer and then play whatever pops up on the screen. This takes a remarkably long time however, and you'll need to be an amazingly good 'teck-head' to finish it off without putting any 'bugs' in, or missing out bits of 'code'. So in fact it's probably best to buy the games after all and just load them in.

3. The Telly Keep your eyes glued to this. The idea is to stare at it without blinking for long enough that the image burns into your retinas. That way, you'll have a permanent record of the screen to study afterwards, which will aid your future gamesplaying enormously (that is if you don't get run over by a bus).

11. Shades Purely a fashion accessory. The only effect they have is to make it impossible to see what you're doing. But they're worn by all the rich kids in *Beverly Hills 90210*, so they make up for the New Kids headgear. (And if you fall for that one then you deserve to be blind.)

10. Plate of cold uneaten food Anything goes, but fried food and the stuff you get out of Heinz tins (as in the beans shown here) are common favourites. What's more important is that it's been left out for at least 48 hours. Scientific opinion agrees that the smell of decaying food sharpens the reaction times of anyone in a 30-foot radius, so your reflexes should benefit enormously.



9. Trendy cap About a third of your body heat is lost through the top of your head, so sensible headgear is a must. It may make you look like one of the New Kids On The Block (and thus very 'unsensible') but you're sure to have the last laugh on the high score table.

8. Bubble Gum Again, excellent for concentration, but also for getting all that pent-up anger out of your system. Simply wodge about 10 pieces together and then 'masticate' until your jaw feels like it's been hit by Mike Tyson. You get all the vitamins, without the trips to the fridge.

7. Walkman Let's be brutally honest. Sound has never been one of the Speccy's strong points so to avoid unnecessary distraction it's handy to lodge a pair of these over your ears. Appropriate accompaniment to particular games (Motorhead for *Barbarian*, say, or Kylie for *New Zealand Story*) is sure to sharpen your

6. *Your Sinclair* Instant Shed Cred. This is the most important item of all, more so even than the Speccy itself. Simply read it from cover to cover, tell all you friends how incredibly good it is, and then get them to subscribe to it too (see p47).

WEAR TO BE SEEN!

Have you noticed how now that summer's approaching, everybody who's anybody seems to be wearing a *YS* T-shirt? It's true! *(No, it's not. Ed)* And here's your chance to be as cool as they are! That's right, Spec-chums, we're giving away 20 of these totally rad and bad chest vestments ABSOLUTELY FREE! *(Which means nobody's buying them so we've decided to get rid of a few. Ed)* All you need to do is tell us who wore a rather wet and revealing T-shirt in a 70s film called *The Deep* – was it a) Jaqueline Bissett b) Jacques Cousteau or c) Jackie Ryan? – and write the answer on a postcard to *I'd Like A Long* YS *T-Shirt To Cover My Embarrassment This Summer* Compo at the usual address (29 Monmouth St). Remember to put the your size (S, M, L, XL) and the closing date is June 10th.



They're Such Darlings!

The Codies are back! After a couple of months' silence they've taken Barg Basement by storm with another batch of 3-quidders led by the really rather good *Slightly Magic*. We phoned them up to see if we couldn't blag a few copies and the suckers said yes, with the understanding that we'd quote their 0898 Codies helpline number. So without further ado what relation is Debbie McGee to Paul Daniels? Is she a) his mother-in-law, b) his wife, c) his daughter, or d) his wife but she may as well be his daughter? Now send your answer off on a postcard to *Get Out Of My Television Set Immediately, You Horrible Little Man* Compo, *YS* Compos, 29 Monmouth St, Bath, Avon BA1 2BW, and remember that the closing date's the 10th of June 1991. *



* And the number's 0898 555050. (Ho ho.)

T-ZERS

* Audiogenic have been throwing games at us by the lorry-load recently. Witness *Exterminator*, *Helter Skelter*, *Loopz*, and now the forthcoming *World Class Cricket*. It won't just be a management sim, they tell us, but a 'skill and judgement action game' (which probably means you'll get to 'play' the sport instead of just fiddle around with tables). It'll be 'endorsed by Graham Gooch' (if he's still England captain, that is) and out in the summer.

* Krisalis are planning a footie game called *Man United Europe*. No prizes for guessing which team it involves (and oh which continent they'll be playing).

* Still no sign of Empire's *Spiderman*, but in the meantime stay tuned for a Japanesy arcade game called *Volfied* in which you've got to solve lots of puzzles and kill loads of horrible baddies like dragons and ghosts. Sounds pretty spookalicious. They've also got another arcader lined up, which was to be called *Deathbringer* until they found out that the name had already been taken. Other than that the only thing we know is that it promises to be rather fast and furious. (But then they would say that, wouldn't they?)

* Mirrorsoft are, so our spies tell us, bidding for the Konami coin-op of *Turtles 2*. Hurrah! The first *Turtles* was very, very (very) successful for them, so expect something just as big second time round (oo-er).

* Domark are to release an update of that corking old chestnut, *Space Invaders*, called (spookily) *Space Invaders '91*. Converted from the Taito coin-op, it should have all the original features plus loads of new

4. The Joystick These are always a bit dry and clean when you buy them, so in urgent need of some 'wearing in'. Simply smear ice cream and Bovril on your hands, grip the nearest radiator and then fondle said stick (oo-er), rubbing all the sticky goo into its nooks and crannies. You'll then have achieved in a few minutes what it normally takes most gameplayers weeks to do, and be all the better prepared for battle.



5. Notepad A must for all those players who specialise in 'adventure' computer games and go off exploring other worlds. Be warned however that since these maps and sketches invariably serve as their only link with the outside world it's extremely important that they're never erased while gameplay is in progress, otherwise the poor blighters get permanently stranded in their alien universe and turned into comatose vegetables. (Go on. We dare you.)



FAMILY FORTUNES



Smile for the camera now please! 'Big Al' returns as a bit of an old codger in *The Godfather 3*.

Hands up anyone who's scared of the Mafia. No, I'm mean put your hand up *in the air* if you're worried by the Mafia. No-one? Well, you should be. Even fearless Pssst is a little concerned by those stop-at-nothing families who have a tendency to shoot first and not even bother asking questions later.

Or at least that's how it looks in the new *Godfather 3* flick. Al Pacino has even had his hair spiked to look more terrifying. And the dark glasses he occasionally wears will turn your bowels to water. That's how ruthless the Sicilians can be. Some of them don't even shave every day.

Anyway, US Gold, desperate to get into the Family's good books, are doing a mega-huge *Godfather* game that should be out around, er, sometime soon. It'll span the 3 movies, and should have lots of action sequences (gulp) as well as a bit of internal power-struggling. Er, sounds great but we'd rather not take sides.

ROCK AROUND THE CLOCK

JUNE 1989

Ho ho, we remember it well! There was a compo to win a trip to Paris (the winner sent us a postcard the other day and says he's finally having a lovely time!) and the cover showed *Dominator* bursting out of what looked suspiciously like somebody's stomach. Eurch.

Plus! Regular *YS* funster Rich Pelley sent in another letter! Alas poor Pell – where is he now? *(Actually he's just fallen into that bear-pit we dug outside the shed last*



And the charts...

1.	Robocop	Ocean
2.	Operation Wolf	Ocean
3.	Dragon Ninja	Ocean
4.	War in Middle Earth	Ocean
5.	Afterburner	Activision

GAUNTLET 3

US Gold/£10.99 cass



James Any Capricorns in the audience tonight? Ah, there you are. Well prepare for a bit of a shock – how does it feel to know you're a Lord Of Decay? Mmm. Thought you'd be a bit surprised. But look on the bright side – it beats being a landscape gardener or a milkman, doesn't it? Let me explain why...



You see, once upon a time (in *Gauntlet 3*) there was this island (called Capra) that was being threatened by a blokie called Capricorn (the Lord Of Decay). For some odd reason, he'd taken it upon himself to unleash nasty awfulness upon the islanders unless they were very, very good and didn't fight with each other. Luckily, the people were pretty peace loving bods and didn't particularly want a war anyway, so all was groovy, hippyish and, in fact, rather wet. *(Oi, watch it! Ed)*



Here's where you choose which chappie (or chappesse) to play. (This is the lovely Thor.)

But to muck everything up, a race of aliens called the Velcrons suddenly appeared (so-called because they stuck to furniture and clothing), who managed to kick up a bit of a war, so now everything's is in complete turmoil.

And guess what? Yep, somebody big and brave's got to wander up to Capricorn's semi-detached castle and give him a jolly good hiding for what he's done. And that somebody is you (gulp!).

Heard any of this before?

Of course you have – and probably in 2 other games called *Gauntlet* that've been out before now. So why run through it all again? Well, basically because now you can do it all in isometric 3D. Hurrah!

And that not the only change. This time there aren't just the 4 characters to choose from, but 8. As well as our usual pals like Thor The Warrior and Questor The Elf we've also got the company of such dependable yokies as Petras the Rockman and Dracolis the Lizard Man. You've got to choose which one you want to play of course, depending on the particular range of armour, magic and fighting skills that you want to use, and then set off towards Capricorn's place. (Oh, and there's a 2-player option too.)



Thor explores an underworld level. (I wonder if it knackers his eyes in too!)

On the way, you'll travel through 8 kingdoms (or levels), one for each of the hero-type characters (so there's the Ice Kingdom, the Sea Kingdom and all the others). What this means of course is that the game is just as enormous as it was before, only this time it's been compacted into sections as opposed to the 100 or so old 'floating' levels. (And there's also a ninth bit waiting at the end, in which you get to confront Mr Cappy himself.)

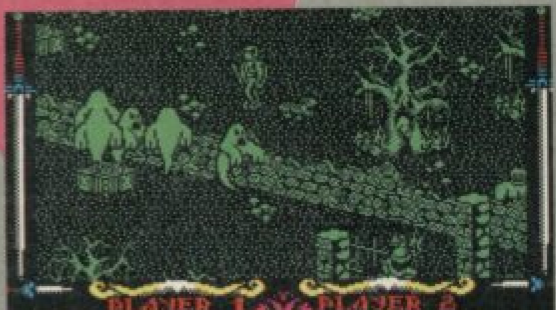


The 3D system works beautifully, with the characters having full 8-way movement, staying pretty much in the middle of the screen whilst everything scrolls around them. It's not just a simple case of walking along in a straight line of course – you've actually got to find your way through the terrain to get anywhere, with arrows pointing out the way and the odd clue here and there giving you a bit of a helping hand. There's also food, magic spells and lots of other items to pick up, some of which (especially the nosh) can be protected by nasties, or booby-trapped (hur hur).

And talking of nasties...

There are absolutely loads, even more than before! (Probably.) Some (like ghosts) appear everywhere, follow you around and





Come on, Mr Ghosty. Show us what you've got! (It's not an awful lot actually.)

KINGDOM COME

And here's a quick round-up of all those kingdoms that help make up the levels. Each belong to a particular character and they are...

THE TREE KINGDOM



Home of the mischieveous Questor the Elf, they call this the Tree Kingdom, but really it's just a big forest. Beware, though, as there are mutant plants which live on flesh within its, er, walls (or whatever).

THE MOUNTAIN KINGDOM



It's very high in the mountains (spook!). Petras the Rockman comes from here. It's cold and there are loads of ghosts, zombies and mummies. (So best not to linger really.)

THE SWAMP KINGDOM



You need to stick to the paths in the swamp, unless you're Dracolis the Lizardman, who lives in this nasty zone. It's a horrible region, filled with Worms, Plague Dogs and other nasties. There's lots of treasure though, so it's worth a peek.

THE VOLCANIC KINGDOM



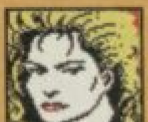
Aarrgghh! Run away! This Kingdom is filled with Fire Dragons, which'll toast you as soon as look at you (unless you happen to be Thor, who they're a bit scared of). There are also poisonous creatures, hideous magma fountains and disgusting public toilets (so, again, best to steer clear).

THE SEA KINGDOM



Neptune's your man for this region. Ideally you need someone who can swim, but if you manage to doggy-paddle across to it, you'll find Jellyfish, Quickvine and Sharkmen. None of these are very healthy, so I wouldn't really bother (except you have to).

THE LOST CITY



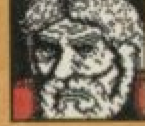
Can't be very lost if you've managed to find it. The Valkyries used to live there, but have moved to the countryside, where it's much nicer. There are clues aplenty for the intrepid explorer (which, I suppose, includes you). Traps and snares are everywhere, so have a care when you wander round.

THE ICE KINGDOM



As you'd expect, it's a bit cold here. Ice Dragons freeze their prey to death, so wrap up with a warm anorak and you should be okay. Alternatively, take Blizzard the Iceman, who doesn't feel the cold at all. Great Sorcerers live here too, and they might give you some useful clues for your quest.

THE MAGIC KINGDOM



This is more like it! Gingerbread cottages, yellow brick roads and an endless gallery of entertainment (oo-er). But sadly the horribly nasty evilness has taken over even this haven. Merlin the Wiz used to live here, but left because the neighbourhood went downhill. Tsk! Better go and sort it out then, eh?

are easy to kill, while others are particular to certain levels and include things like mummies, zombies and even venus flietraps. Eek!

But I could ramble on for hours about these nice little touches and stuff. (*Please don't. Ed.*) Basically *Gauntlet 3* is, overall, an absolutely stonking game. It's not just that the look of it's changed – this time round there's an even greater range of puzzles to solve and, as I've said, monsters you've got to squish. It's huge, it's exciting and it'll take a jolly long time to complete (and even then you'll probably have missed a whole load of other features and locations!).

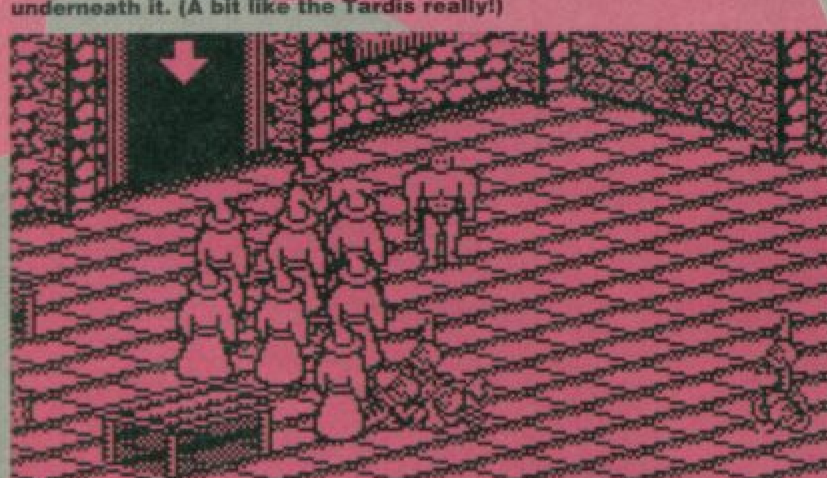


There is however one major quibble that I'd better mention before I pop off. The graphics are most definitely funky but at times they get totally bogged down by some extremely thick and heavy colours. (There's one particular tone of blue that swamps the screen in mugginess and makes it ridiculously difficult for you to tell what's going on.)

But that apart, it's thumbs up all round. Those who've had the pleasure of treading these paths before might not want to again (no matter how different the view!) but for newcomers (especially ones who like blasting monsters) it comes highly recommended.



It may look small, but this building's got literally hundreds of rooms underneath it. (A bit like the Tardis really!)



What's this? A load of blokes with stupid hats queue up to get wasted by Thor. They've go to be mad!

finalverdict

80
60
40
20

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS	INSTANT APPEAL
88°	92°	86°	85°

DIAGNOSIS

Very nice 'tweaked-up' 3D version of legendary old arcade shooter. A mapper's delight and brill in 2-player.

89°



JOYSTICK JUGGLERS

In Pssst this month we show you how to become the perfect gamesplayer, so we thought it might be interesting to contrast this with a look at how the true professionals prepare for a sesh. But when they weren't available we had to settle for the Jugglers instead.



Andy Ide First, we approached our esteemed Editor. "Well, my own personal 'recipe for success' involves a dash of soothing ultra-violet light, a sprinkling of joss-sticks and a nice, roomy kaftan actually." Bemused, we pointed to a group of oddly-clad short people in the corner. "They're Benedictine monks," Andy explained. "Their Latin chanting helps me concentrate. Care for a meringue?" We made our excuses and left.



Linda Barker Our resident brainbox told us that she enjoys a good read before settling down in front of the Speccy. "A bit of historical fiction always speeds up my responses. A few chapters of *Edwin Drood* here, a little bit of *Tess Of The D'Urbervilles* there, and I'm ready for anything." She then ran us through an extremely long list of her favourite 18th and 19th century authors, pausing for breath only when we asked her how many she actually read in a week. "About 40," she said nonchalantly. That's an awful lot of Speccy games, Linda! "Oh no," she took a slurp of cherryade and smiled cheerily. "I never get round to playing the games. The books are always too good!"



James Leach According to James, the trick is simply to get enough sleep. "Y'see, a rested brain has faster reactions, greater processing power and more control than a tired one. So if I'm ever asked to play a game, I demand at least 24 hours notice. I then go home, relax with a mug of lemonade shandy and collapse in the shower stall. 24 hours later I'll wake up (fully clothed for convenience) and stagger to work, fit and ready to put my mind to whatever game needs my lightning reactions and skill." We were unconvinced.



Rich Pelley Trendsetter Rich flicked back his velvet black quiff and sneered. "Prepare!? I simply get up in the morning. That's my 'preparation'." Oh well, tell us about that then. "Okay. First I send my bodyguards outside to evict all the screaming girls from the pavement in front of my house. Then I take a trip through my walk-in wardrobe and saunter past row upon row of fab and trendy gear. Of course, that takes up most of the day. But it means that when I do get round to playing a game I feel so good I can just settle down in front of the Speccy and beat the game at the first sitting. Easy." Indeed.

HIGH SCORES

90° – 100° Getting up to fever temperature! Miss a game that's this red-hot and you'll get the blues – we guarantee it! Any game that rates an overall score of 90° or above gets the esteemed *YS* Megagame rating! It's a happening piece of software!
80° – 89° PDG! (ie Pretty Damn Good!) A game well worth digging deep into the old dosh bucket for!
70° – 79° A very enjoyable game, but might not be of lasting appeal to everybody.
60° – 69° A few niggles. Lacking in certain areas. Think before you buy!
50° – 59° Pretty average. Very average in fact. Actually, it's a bit crap.
40° – 49° Um, below average (believe it or not).
30° – 39° So sick it's due to be hospitalized.
20° – 29° Very poorly indeed.
10° – 19° Critical – not expected to last the night.
0° – 9° Clinically dead.

THE CHARTS

COUNTING DOWN FROM TOP TO BOTTOM

FULL PRICE

Pos	Last month	Title	Publisher	Score	Issue
1	(1)	*Teenage Mutant Hero Turtles*	Mirrorsoft	90°	*YS* 61
2	(6)	*Golden Axe*	Virgin	91°	*YS* 61
3	(17)	*F16 Combat Pilot*	Digital Integration	92°	*YS* 62
4	(3)	*Robocop 2*	Ocean	93°	*YS* 60
5	(2)	*Total Recall*	Ocean	84°	*YS* 63
6	(11)	*Big Box*	Beau Jolly	Not reviewed	
7	(7)	*Multi Player Soccer Manager*	D&H Games	85°	*YS* 64
8	(5)	*Hollywood Collection*	Ocean	87°	*YS* 60
9	(4)	*Gazza 2*	Empire	87°	*YS* 62
10	(NE)	*Fists Of Fury*	Virgin	60°	*YS* 65
11	(19)	*Kick Off 2*	Anco	80°	YS61
12	(10)	*Shadow Warriors*	Ocean	90°	*YS* 57
13	(13)	*Gremlins 2*	Elite	72°	*YS* 63
14	(8)	*NARC*	Ocean	72°	*YS* 62
15	(NE)	*Night Shift*	US Gold	89°	*YS* 65
16	(12)	*Pang*	Ocean	94°	*YS* 62
17	(NE)	*Hard Drivin'*	Domark	90°	*YS* 49
18	(10)	*Super Off-Road Racer*	Virgin	91°	*YS* 59
19	(NE)	*Toyota Celica Rally*	Gremlin	90°	*YS* 64
20	(NE)	*SCI (Chase HQ 2)*	Ocean	71°	*YS* 63

BUDGETS

Pos	Last month	Title	Publisher	Score	Issue
1	(NE)	*Magicland Dizzy*	CodeMasters	90°	*YS* 63
2	(1)	*Double Dragon*	Mastertronic	70°	*YS* 62
3	(5)	*Kwik Snax*	CodeMasters	92°	*YS* 62
4	(4)	*Paperboy*	Encore	68°	*YS* 48
5	(NE)	*Continental Circus*	Mastertronic	62°	*YS* 65
6	(8)	*Dizzy Collection*	CodeMasters	90°	*YS* 63
7	(11)	*Quattro Adventure*	CodeMasters	95°	*YS* 58
8	(2)	*Kenny Dalglish SM*	Zeppelin	64°	*YS* 55
9	(NE)	*Quattro Firepower*	CodeMasters	Not reviewed	
10	(3)	*Afterburner*	Hit Squad	78°	*YS* 65
11	(NE)	*Cavemania*	Atlantis	70°	*YS* 65
12	(18)	*Treasure Island Dizzy*	CodeMasters	90°	*YS* 63
13	(12)	*Operation Wolf*	Hit Squad	87°	*YS* 63
14	(NE)	*CJ's Elephant Antics*	CodeMasters	85°	*YS* 66
15	(NE)	*Spitting Image*	Hit Squad	55°	*YS* 66
16	(NE)	*Gary Lineker's Hot Shots*	Kixx	Not reviewed	
17	(7)	*Target Renegade*	Hit Squad	92°	*YS* 61
18	(10)	*R-Type*	Hit Squad	98°	*YS* 61.
19	(15)	*OutRun*	Kixx	80°	*YS* 27
20	(NE)	*Silkworm*	Mastertronic	93°	*YS* 62

Blimey! This is getting ridiculous – the Turtles keep their hold on the top spot for the 4th month running! (Is there no stopping them?) *Golden Axe* reaches its highest position yet (not bad going for such an old timer – we reviewed it before Christmas) and Digital Integration's stonking *F16 Combat Pilot* goes rocketing in at No.3. Hurrah! As for other new entries, there's *Night Shift*, *Toyota Rally* and *Fists Of Fury*. And that's it (basically). We'd certainly like to see new titles like Audiogenic's *Helter Skelter* and *Lone Wolf* in there next month (both of which are out-and-out corkers), so off you go and spend a bit more of your green stuff!

Wey-hey! *Magicland Dizzy* straight in at Number One! The Codies chose to rerelease the game separately from their *Dizzy Collection*, and it certainly looks to have paid off! (They're also probably rather chuffed at the fact they've got 4 climbers and 3 new entries in the charts too. Blimey!) So what else is there? Well, not an awful lot really. If you look carefully you can pick out 8 *YS* Megagames from the list, and, er, that's about it. Solid rereleases and some pretty scrummy new stuff seem to be where the Speccy money is these days.



INSTRUCTIONS

So how does it all work then? Well, it's all jolly simple. The number in brackets is where the game stood in last month's charts (with NE for New Entry), and the percentage at the end of the line is the score that we originally gave it, followed by the issue that the review appeared in.

And finally, the *YS* Charts are brought to you in conjunction with Gallup (so ta very much to them).

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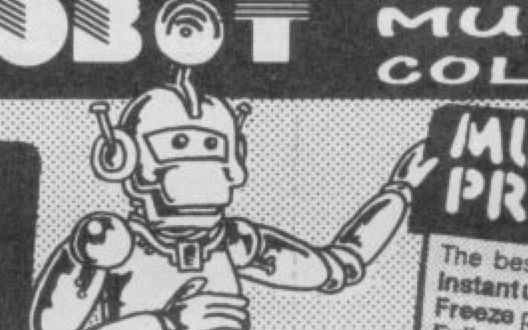
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Letters



WRITE TO THE ED, *YS*, 30 MONMOUTH STREET, BATH BA1 2BW

Star Letter winners receive three free games! All letters win a YS badge!

Tis I – the exotic, elegant and extremely ectopic (look it up) Ed. Once again I welcome you to my letters' page which, as usual, comes direct from the best corner of the shed. In this corner resides light, wisdom and moi. The other corners are taken up by dust and horrible scuttling creatures like James and Linda. It's getting a bit cramped in here actually – Sal's taken over most of the shelf-space for her ever-growing collection of babygrows and bottle-sterilising units. Still, I've chucked the rest of the team out into the sunshine so it's just me and your lovely, lovely letters...

SOME OTHER GUBBINS

I bought a copy of your mag out of curiosity today – well, okay, it was a shop. *(Ha, ha! Ed)* I've been meaning to get an Atari for ages but, as I can't afford it, I decided to get the old Speccy sent in instead. So I bought the mag to get up to date.

Let me explain – I got caught trying to carry off a robbery and went to prison for 3 years and then got transferred to this 'hospital'. But I'm quite a nice guy, really! We're allowed TV's and computers here so I'm gonna get back on the scene, so to speak. (But I'm a nice guy really!)

Having read your magazine from cover to cover I'd just like to say "Wow!" The Speccy's come a long way in 3 years and you've managed to get just the right mix of info and other gubbins.

I was going to give your mag a temperature reading but my thermometer's just exploded. It only goes up to 119°.

J MacDonald
Ashworth Hospital, Liverpool

Why do people always say "Don't let your curiosity get the better of you"? I think one should always let curiosity lead the way. How else does anyone ever learn anything? Take the shed for example, it's an absolute hive of curiosity (that's why everything's always blowing up). Anyway, Mr MacDonald, you seem to be onto a good thing. Keep well and give the nursie a peck on the cheek from me.

By the way, YS has an official temperature of 163° – and it's going up as we speak. Which probably explains why your thermometer exploded. **Ed.**

SKIFFLIN' GOOD

I am writing to inform you of 2 very significant discoveries that I have recently made.

Firstly, a few weeks ago I purchased a couple of Roxy Music albums. Now you can call me slow *(You're slow. Ed)* but I've just realised that Roxy Music and that ancient software company, Microgen, were in league with one another.

Secondly, I have found out that the college I attend is actually a mental institution. T'other day a female girl of the opposite sex, who I have never met before, came up to me and said "Hi, I'm a hedgehog".

Now a question. You said there were some good rap groups and some good HM groups. How about jazz and skiffle? You failed to mention the world's 2 greatest groups – Ken Coyler's Jazzmen and George Lewis and his Boys. So I've sent you a tape to educate you.

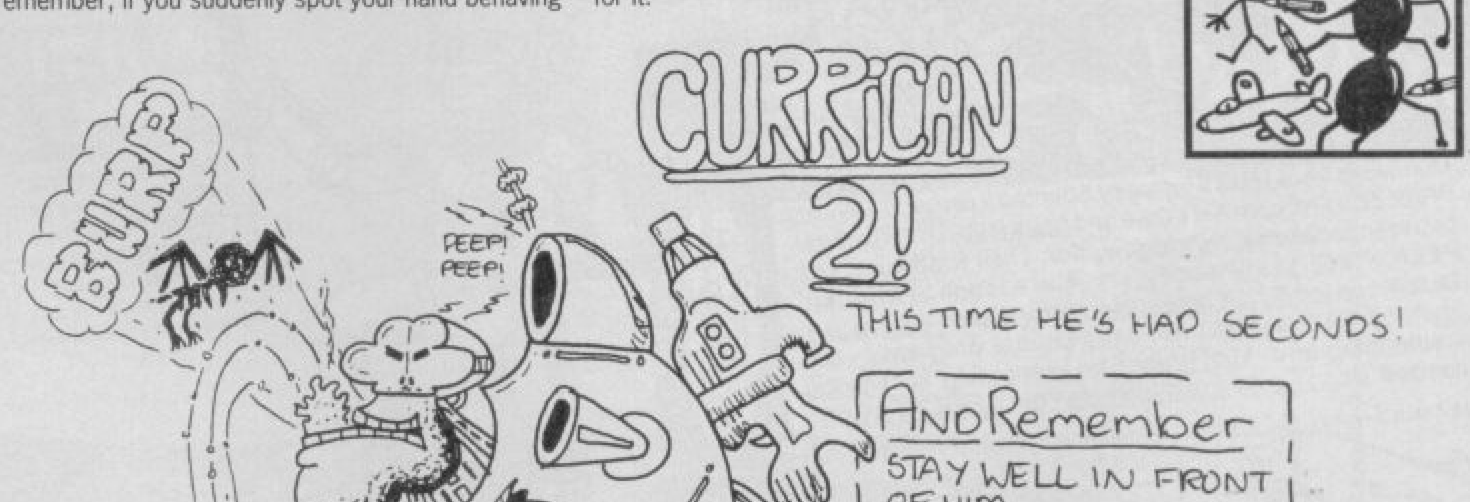
Damien Boater
Frimley, Surrey

Your first point is completely and

DOODLEBUGS

Congrats to **Laurence Jenkins** of Bristol for his ridiculously puerile rip-off of *Turrican 2*. Sorry, but that's just the kind of mood we're in this month. And remember, if you suddenly spot your hand behaving rather oddly and drawing spooky shapes on blank pieces of paper then be sure to send the evidence into us and we might just give you 3 free games for it.





STAR LETTER



REVOLUTE IN MY DIRECTION

Yo! How's it going you totally cool hippy dude? I'd like to congratulate the *YS* team for choosing such elegant games. And don't cry if people take the mick out of you just cos you're a hippy genius. Send 'em to me and I'll sort them out. Up the revolution!

Barry George
Rushden, Northants

Yo to you too! Have a Star Letter! I'm glad you think the games are elegant. We're a very elegant team. You should have seen us at the Christmas party – we simply exuded sophistication. I wore a new kaftan (lots of bells and tassles) and James looked like a dead cert for a new 007 (if they ever need one). As for for old 'bun in the oven' Sal, well Joanna Lumley eat your heart out! Even little Andy managed to wriggle out of his rock 'n' roll leathers and into a very fetching (and rather tight) little black number. Only Linda let the side down – she would insist that an Inspiral Carpets T-shirt is the last word in style.

By the way, I'm starting a 'Friends of Andy Ide' Society. Would you care to join? For just 8 quid you can have a lovely laminated plastic card with my photograph on it. It'll stand you in good stead come the Revolution. **Ed.**

utterly beyond me but it is explained somewhat by the second. It's a fact that people in certain institutions often think they're somewhere else. In your case the mental asylum became fixed in your mind as school, probably because that was the last institution you attended. James has a similar problem – prior to his incarceration in the Future Publishing building he was part of a temporary exhibition at London Zoo. He now treats the shed much as a monkey does its cage.

Thanks for the tape though, it's a beauty. It really got us a-jumpin' and a-jivin' in our duffle coats. Something for everyone, as they say. (But cheers especially for the Aerosmith.)

All tapes (and donations) gratefully received at the usual address. **Ed.**

GOOD HOME WANTED FOR YS WRITERS

dear yS
You have a croice
Print this
Letter and Send
me Linda. B. or
I will send you
50 copies of delta
charge with
gratitude

You have
been Warned

Ryan Muliette
Rainbow Hill, Worcestershire

It's a deal. You don't know what you've let yourself in for. She might look sweet and quiet but she's an absolute pain. You won't get a moment's peace – she plays that ridiculous music night and day and she's got some disgusting habits. Seeing as we won't be paying her anymore you'll have to buy her records and keep her in Diet Coke and Hubba Bubba. But if that's what you want it's fine by me.

Now you'd be much better off with James. He really is a nice boy. He'll completely charm your parents and you'll wonder how you ever lived without him. Honest. Er, okay... so I'm lying. But there must somebody out there who could give James a home! (Please?) **Ed.**

UNPREDICTABLE, THAT'S WHAT WE ARE

Please can you tell me why your competition dates are so erratic? I returned from my hols and purchased the March '91 issue of your mag. I then find that the closing date for the Accolade competition is February the 28th, the month before the magazine's issue date. Could you please get some form of uniformity to your competition dates?

Colin McBurnie
Dewsbury, West Yorkshire

Ha! That'll teach you to go on holiday when an issue's due. You

SMALL PRINT



I am in the third from the top group in maths and I wondered if you would know if that group was alright.
Robert Wilson, Cannock, Staffs
It's the best in the world. **Ed.**

Please make this the much acclaimed Star Letter or I shall send you all my Des O'Connor records.
James 'Des O'Connor' Armstrong
Riverside, Stirling
Could you throw in some Dean Martin and Tony Bennett stuff too? **Ed.**

Pneumatic lard.
Leigh Loveday
Port Talbot, West Glamorgan
Fine. But have you ever tried frying your sausages in it? C'est impossible. **Ed.**

Anybody out there who says Andy Ide's crap, come to my house and get duffed in.
Brendan Heading
Belfast, Northern Ireland
Anybody out there who says Brendan Heading's crap, come to the YS shed and get duffed in. **Ed.**

If you can't afford any plants for the shed you could scour the streets for old sweet wrappers. They look very attractive if positioned correctly.
Stuart Hogger, Ipswich, Suffolk
So do loofahs and you can pick them up dirt cheap these days. **Ed.**

What is the Trainspotter Award?
Orlando Richards, Kirkcolm, Wigtownshire
You'll never know. **Ed.**

WONDERFUL WORLD OF SPECCY



The whole world is busy writing letters to us (sort of) and don't it feel good! Just name a country and you can be sure we've got a letter from it. Czechoslovakia? Yes! Sweden? Yes! Malawi? Erm, that's enough countries.

BLUBBIN' IN THE BEER

Hang on what is this? "A badge for your funky contribution to the Letter's page." Sob, then I shall have to wait at least a month to see it here in Sweden. And don't blurb that subbing is faster, cos you have to put the subprice too high for us who don't live in the land of cheap beer. No, I better take a chat with some QL chappies about a new 68030 QDOS machine and forget about the badge. Good you get rid of Matt, no way you can bring back Davidson?

Orjan Sinclairhacker Larsson
Karlskoga, Sweden (The land with pricey beer. And bad too.)

After reading your letter about 10 times, I think I can say (in all honesty) that I now understand it. And I'd just like to say – cheer up, matey. At least you've got a badge. Surely you can wait a month to see your letter in print. I mean, it's not as if you don't know what you've written. Is it? Don't let the price of beer get you down either. Why don't you move to Scotland – it's only a pound a pint there.

Must dash – I've got to have a chat with some BBA (that's British Brewers Association) chappies about a new POLAAPOPS. (That's a pint of lager and a packet of crisps.) **Ed.**

A BLAZEK WRITES

My son, Jan, 11 years old has a great hobby in ZX Spectrum. He would appreciate to have a pen-friend of the same age and interest to improve his English etc.

I suppose that you are in touch with young people being interested in these computers and I would be very glad if you could send me an address of English boy to become a pen-friend of my son.

Looking forward to hearing from you soon,

Bohumil Blazek
Husinecka 29, 130 00 Prague 3, Czechoslovakia

I bet you all think I'm about to be really sarcastic to this chap. Well, I'm not. If I tried to write a letter in Czech (or Slovak, or whatever) I'd only get as far as Ma Susestra (which means, my sister) – ie, not very far at all, matey. So, this letter is not an excuse for me to laugh at someone else – it is in fact my good deed for the year. I've done my bit, now you do yours and send a nice letter to Jan Blazek. **Ed.**

KINDLY LEAVE THE STAGE



The art of joke-telling seems to be a thing of the past. Once upon a time, men with whiskers, pipes and hearty stomachs used to sit round rosewood tables and drink after-dinner port and tell each other after-dinner jokes. And how they laughed. Alas, those days (and jokes) have been obliterated by the mist of time and we have to be content with these feeble attempts.

Here's **Lawrence Pycock** of Kent...

Q: Why is an orange orange?
A: Because you can't clean a window with a spade.

Actually, I'm quite partial to a bit of surreal humour, so here's a bit more from **Tung Mac** of London...

Q: What's green and spongey?
A: A green sponge.

If anyone out there thinks that's at all funny and they've got a joke of their own then wrap it up safe and send it in to the usual address.

can't have your cake and eat it – it's either go on holiday or catch a YS compo (they're moments of fleeting beauty). And you're wrong about the competition's closing date – it was Feb the 31st. The reason behind the capriciousness of the compo dates is the fact that I don't like having to conform to the dictates of time, man. And I like to keep you lot on your toes.

What are you so bothered about anyway? There'll be plenty more compos to enter – in fact there's a couple in this very ish.

Just mellow out a bit, why don't you. Go outside and look at the grass or something. You'll feel a lot better. **Ed.**

A CRAP PROPOSAL

I have a proposition to put to you and even though people say you're a hippy I don't mind. *(Well, that's very considerate of you. Ed)* In fact I've even written a poem. Here goes... (Ahem, cough! Cough!)

People say you're a hippy,
But I don't care.
I think it's great
To have lots of hair.

But anyway, I was thinking that even though Program Pitstop is good – it could be better. That is to say, wouldn't it be a good idea to disassemble all the hex dumps you get and make them available through the post? All you would have to do would be to make one printout and send photocopies through the the post. We could even pay for the paper. Those of us with Assemblers like to use them once in a while, and Assembly listings are a lot easier and less mistake-prone to type in.

Isn't that a good idea?

Damien Morgan
Maidstone, Kent

Erm, let me think about this one for a bit. (An hour or 2 later.) Righty-o, I'm back and I've been thinking about your proposal. It's crap. The crux of the matter seems to be your own laziness (if you typed it in properly there wouldn't be any mistakes), and you try to hide this by a false concern for economy. It's just as cheap to get a page printed as it is to get umpteen photocopies of a page. And anyway, why buy a page when you can buy a magazine? Pitstop is part of YS and it's going to stay that way, Mr Morgan. I'd stick to poetry if I were you. **Ed.**

TRAINSPOTTERS



MUCH TOO YOUNG

I'd just like to point out that while you were telling the bloke in the hardware section to go to the software section you wrote "Well, what are you doing over her then?" So please may I have a super-duper Trainspotter Award?

Matthew Andrews
Ringwood, Hants

I'm not completely sure what you're talking about but I can easily get out of this one. Obviously you're not old enough to spot a rude joke when you see one and I don't think that that in itself entitles you to a wondrous Trainspotter Award (I can't just give them to anyone, you know). **Ed.**

WHO'S THE DUFFEST OF THEM ALL?

I demand a Trainspotter Award! On page 25 (Top 5 Readers' Games Of 1990) the duffer of the year was *Delta Charge*. But on page 88 (Future Shocks) in your review of *Creatures*, you said that the worst game of 1990 in the readers' top 5 was *Delta Force*! So it looks like the duffer of the year is you.

Alan Miller
Carmarthen, Dyfed

Hang on, let's be a bit more specific about this. James wrote that stuff about Creatures so obviously he's the duffer of the year. (No, I didn't. You did. James) Shut up. Now, we all knew that anyway so your letter's a bit obsolete really. And it doesn't change the fact that Delta Charge *is a crap game.* **Ed.**

HAGGIS-CATCHING ROTTWEILER, AHOY!

I am writing to claim a Trainspotter cos in the free Tipshop Tiptionary booklet it says, in the contents on page 5, *Indiana Jones And The Temple Of Doom*. But on page 5 it is actually *Indiana Jones And The Last Crusade*.

If you say anything about the fact that I typed this letter, I will bring my Rottweiler to the *YS* shed and chew your hands off. It is the Scottish champion haggis catcher.

Steven Armstrong
Motherwell, Scotland

Okay, here's a new rule – no Trainspotters for anything over 3 issues old. It's too confusing. I looked through my booklet and there was no mention of anything to do with Indiana Jones whatsoever.

Why should I comment on the fact that your letter was typed? I get sent hundreds of typewritten letters everyday cos I'm so famous. All in all, I think you're a mad spoon of a boy. I mean, why waste valuable time chewing people's hands off when, with the right training, you could get your Rottweiler to do it for you? Or does it only like haggis? **Ed.**

DANGEROUS AT ANY SPEED

Rich is your best reviewer but even he's crap. In his Crap Game Corner he claimed that Mercury takes only 76 days to orbit the sun. Wrong! Mercury takes 88 days to orbit the sun.

Anon
Stockport, Cheshire

Live fast, die young and have a good looking corpse – that's always been Rich's philosophy. **Ed.**

FEMTO PICO



CLEVEREST SCIENTIST ON EARTH

Femto's had a traumatic time this month. First his revised theory of sub-atomic relativity was rejected by Hatfield Poly, and then he was beaten up. Here he is to tell us more.

And they call themselves academics. Paf! It was a complete nightmare. I had to sit there for an hour while this dodgy-looking pixie called 'the Dean' lectured me on how watching the behaviour of ping-pong balls in the bath wasn't a scientific way to predict how neutrons move in space-time inside atoms. And if that wasn't enough, who should turn up at the Teepee that night? *(Femto moonlights as a nightclub bouncer, remember. Ed)* Not just the Dean himself, but the whole Hatfield mafiosi! There was the Chancellor, the Proctor – even the Vice Water Rat.

I tried to politely restrict their entry, but somehow the Dean recognised me and began to crack sarky witticisms with his 'mates'. They then set about me with their ceremonial pointed hats, doing me considerable damage. Well, all I've got to say is that with academics like that who needs the West Midlands police constabulary, eh? I'll jolly well take my talent somewhere where it'll be more appreciated! Here's a letter...

Dear Femto
I'm studying GCSE Physics and I'm having trouble with electric current theory. Could you please explain the theory of parallel and series circuits?
Gavin Chambers, Bromley, Kent

Just remember the Golden Rule, Gavin. For every charge there's an equal and opposite charge. So if you have a circuit which connects up correctly then electricity will flow around it both clockwise and anticlockwise, getting you nowhere at all. What you must do is wrap wires around the electricity, making a kind of magnet. This stops the electricity from flowing one way, thus leaving your circuit highly efficient.

Actually, it's funny you raise the point. A couple of nights ago Lenny Henry and Andy Crane were in the club. What a pair of guys! Great pals. Anyway, they asked me just the same question. Only I don't think Andy quite believed me because he then stuck his fingers in a electric socket and poor old Len had to take him outside and earth him against a streetlight! Some people, eh?! So, Gav, a word of warning. Never go clubbing with Lenny Henry – it could endanger your life. See you next time!
Femto



3D CONSTRUCTION KIT™
BUILD YOUR OWN VIRTUAL REALITY
It's a simple, effective way to design a detailed environment (house, garden, village, ship, car etc. etc.) and then look around it to make sure you like the look of it from every angle.
There are environments through environments. For instance, the house has rooms, the rooms have furniture, a chest of drawers has compartments, the compartments have secret boxes, the boxes have .... etc. etc.
It's up to you. The limit is your imagination. Use it for school – or to show Mum how to re-arrange the living room. Dad might be interested in how the garden would look if it were laid out differently – with a new pool? And how would the neighbours see it from their angle? It's easy! Just spin it round!
This is probably one of the most expensive pieces of software you'll buy this year – but at last you can make your computer really show it's potential.
impressive game creation utility ever released. Not only does it allow you to create run-time modules complete with animation, shoot-em up compatibility, puzzle solving, and maze exploration – but it enables you to do it in solid 3D, using a system that's even better than Freescape!"
non programmers the power to create solid 3D objects that can be stretched, rotated, suspended, stacked and even given animation effects. Yet the whole system is so user-friendly that it makes most simple art packages look cumbersome."
This is not a boffins only product. I've produced a special video included in the pack which shows you how to do it – and helps get you off to a flying start. After that it's simple and in no time you'll be impressing everyone with 'magical' designs on your computer!"
PIERRE TAYLOR (28) – PORTSMOUTH.
I own a car company, but my real love has always been the idea of space travel. I've often played around with art packages but what I really wanted to do was to design a spacecraft once, then bring it to life and walk around it. This incredible package allows someone like me, who knows very little about computers, to do it easily!
First I put together a couple of blocks to make the fuselage.
Next I added the cockpit and the nose.
Adding detail was easy. I only needed to design one wing, then used the copy, flip and rotate feature to produce the other one.
I added the fuel tank and boosters.
I can now view it from any angle and manipulate it as a single object.
This is a head on view, showing the control panel which enabled me to do it. Not bad eh? Pretty good for a beginner.
PAUL BUCHANAN (22) – EALING – TRANSPORT ECONOMIST.
I've always wanted to design my own house, but I could never really visualise what it would look like once it was built. What would it look like from above? Or from the side? Or what if I wanted to walk through the front door and arrange the furniture? With this marvellous software package, I can do all the things and make my dream house come true.
To start with I put up three simple walls.
Then I made a roof and lowered it down.
I added windows, a picket fence and the first tree in my garden. But the interesting bit was yet to come...
Walking in through the front door, I could see what the rooms would look like.
And using the simple control panel, I could design the furniture and move it around.
Home, sweet home!
CHRIS HALL (15) – STUDENT – YORKSHIRE.
I loved Castle Master and wanted to make a similar game myself. I had plenty of ideas but no way of bringing them to life. After all I'm not a programmer.
Using a couple of the many 3D objects included in the pack, I quickly designed my own game landscape.
I wanted to give the game a particular style. This was easily done by using the excellent colouring and shading facilities.
Then I set up some of the conditions which could make the game truly interactive.
Using the simple pull down menus and on screen prompts designing a great game was a doddle – I could even have strength and time bars!
Finally, I dropped in a control panel from several included (although I could have made up my own).
I've sent the finished game to my cousin in Wales. He hasn't got 3D Construction Kit yet ... I reckon it won't be long before he gets a copy.
3D CONSTRUCTION KIT
INCLUDES FREE TUTORIAL VIDEO
Coming soon: 'The Incentive Story' – 4 award winning Incentive 3D games in one pack!
DOMARK
incentive
The Award Winners
Available on
Amiga, Atari ST, IBM PC 3.5" & 5.25", Commodore 64 (cassette, disk)
Amstrad (cassette, disk) Spectrum +3, Spectrum 48/128.
Amiga Screenshots   Designed and Programmed by Incentive Software
© 1991 New Dimension International Ltd.
Artwork and packaging © 1991 Domark Software Ltd.,
Ferry House, 51-57 Lacy Road, London SW15 1PR. Tel: (081) 780 2224.

MERCS

Blue blazing bazookas! It's a game about mercenaries from US Gold! We sent our (rather confused) peace-loving hippy ANDY IDE out into the field to raise the white flag...

Well, how was I to know? There I was, sat in front of the Speccy with my leather gloves on, all ready to go. The AA Road Atlas was perched on top of the telly, and I even had the *YS* shed phone doubling as a Cellnet 'portable'. Ignoring the stares from other members of the team (James was sat frozen solid, with an inquisitive curl to his eyebrow and half a Mars bar stuck out of his mouth), I loaded up the disk.

"There's nothing like a good, solid German motorcar and the open road, you know," I confided with a knowing nod as the loading screen flashed up. "And these driving sims really are the next best thing!"

All of a sudden, a mortar attack exploded out of the screen, throwing me backwards off my seat. I clenched my fists over my ears and screamed. Then Linda lazily got up out of her chair, ambled across to the telly and turned the volume down.

I looked across at James. He was sitting in exactly the same position as I'd left him. With his eye still fixed on me, he gradually bit off his chunk of Mars bar and pulled the remaining food away from his mouth. He frowned.

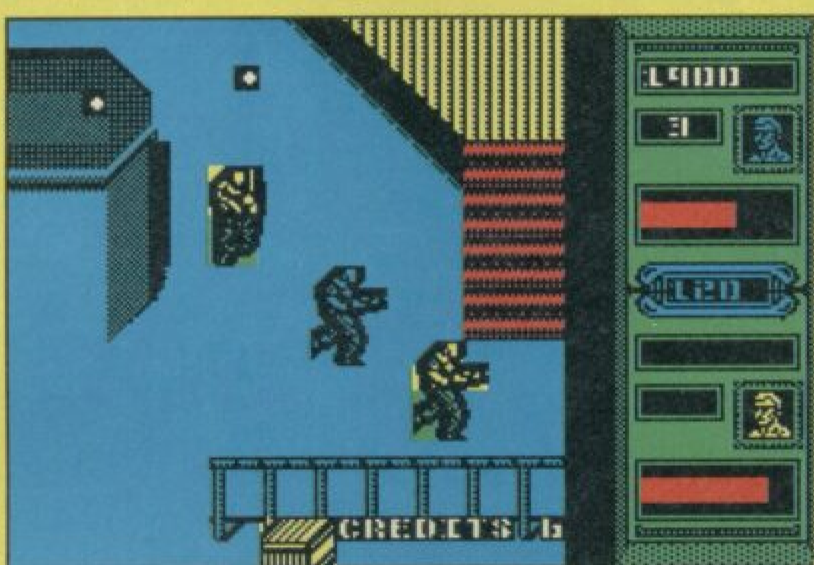
"I'd give it a couple more goes you know, Andy. It's probably just the new engine or something," he said.

Whoops!

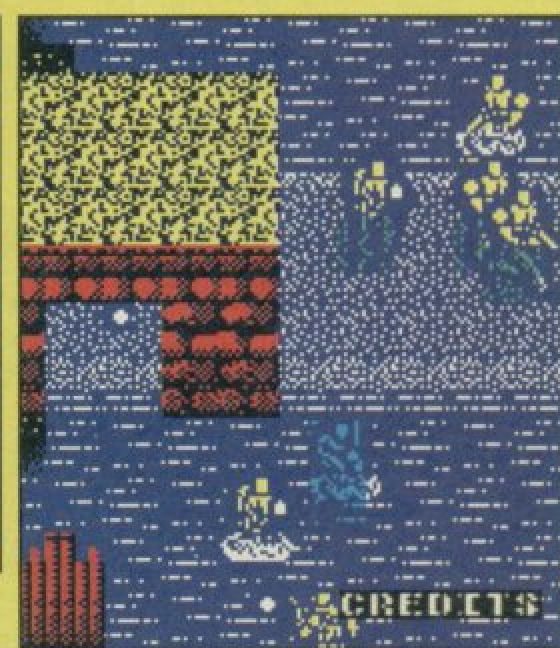
Ahem. Well, it serves me jolly well right for not seeing enough Lewis Collins films, doesn't it, eh?! (And having a chimpanzee for a Games Editor!) Mercedes Benz indeed. Of course, for those of you who know



This bit's from the very beginning of the game. We've landed on the beach and need to blast through these trees to get any further.



On the boat in Level 3, and I'm the boy in blue. (Or the sailor in blue. Or something.) And it looks like I'm just about to get killed.



I've just blasted a wall out of the way here with my bazooka. Aren't I a clever boy?

your *Wild Geese* from your *Dogs Of War* then the meaning of the word *MERCS* is as obvious as, erm, a completely obvious thing. For the others however, here's a brief explanation – *MERCS* means 'mercenary', a professional soldier chappy who sells his services to a variety of governments and/or political bodies, usually in a war, or a 'territorial combat' situation. Clear now? Marvellous! On with the show then.

So what's the game about? Well, it's one of those US Gold

MISSION IMPOSSIBLE

MERCS was programmed by **Tiertex**. They're always doing stuff for US Gold – *Dynasty Wars*, the 2 *Striders*, *Indy Jones And The Last Crusade*. They even did *HKM*, which graced the merry spools of our Mag 7 cover cassette a few months back (so they can't be bad!). We got on the blower to **Chris Shay** (the bloke behind *MERCS*) to ask him a few questions.

Hi, Chris!

Wotcha.

Right, this *MERCS* business then. It's obviously incredibly fast, nearly as fast as the arcade version. How did you manage that?

It was a nightmare! It's not just that we had to get things moving fast, but that there was so much going on at the same time. The graphics had to be cut down for a start – sprite animation's at a minimum. It probably doesn't make for the best-looking Speccy game all year but it's certainly one of the most playable.

Any other changes?

Apart from the visual side of it, no, not really. The maps were done by digitising every single screen of the arcade version. Then we fed the screens through various programs on the Amiga so we could recreate the original maps. Then we brought the 128 colours down to 16 (which took a heck of a long time!), and then cut all the maps up into 'easier-to-manage' sections, so we could repeat little bits and pieces here and there throughout the whole game.

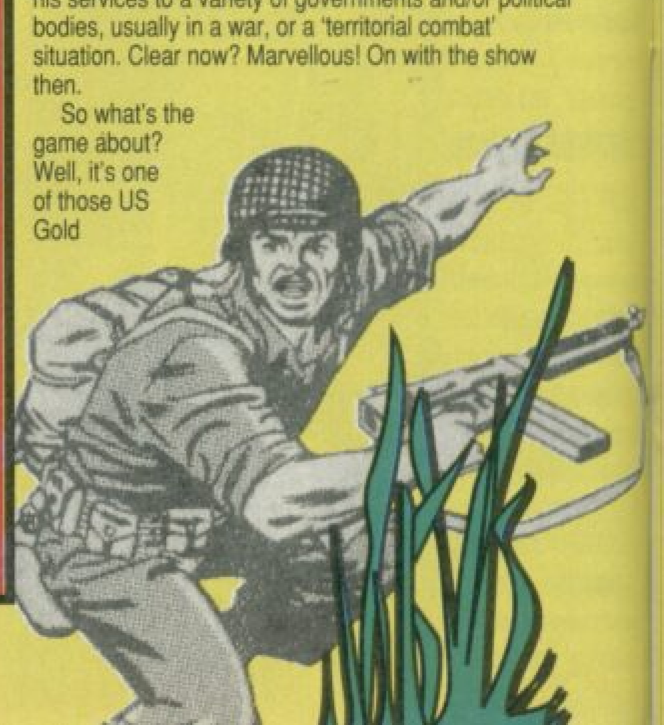
And it's all paid off?

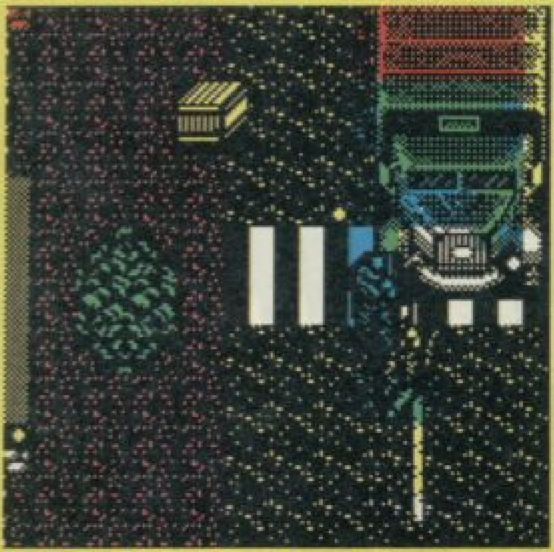
Absolutely! We've been playtesting it for months, and it's got to the stage where I'm finding myself trying to cram 10p pieces into the disk drive. It's that good!

Blimey! Okey-dokey, that's brilliant. Just one final question then, Chris. How do you eat your jelly babies?

Head-first.

And there you have it, Spec-chums – conclusive proof that computer programmers will answer the most stupid questions when they've been cooped up in a dark and dingy room working on a game for just under 7 months!





Oi! You're supposed to stop when someone's crossing the road! (Tsk, I don't know. These foreign drivers, eh, Spec-chums?)

Capcom conversion jobbies. (You may remember it from the arcades last year – Davey mentioned it in Slots back in November.) And judging by the stuff we've seen so far it's shaping up like a right blaster and a half!

Basically, it's an 8-level multiscrolling shoot-'em-up that works along the same lines as *Ikari Warriors* and *Commando*. This means that you (and a mate, if he's finished his homework) move up the screen in a vertical line, spinning round in circles and shooting your gun quite a lot. (Actually it's not a completely straight line – sometimes the map stretches out to about 4 or 5 screens wide, but you get the gist.) As for the plot, well that goes something like this...

The President of the United States, in the middle of a big-game hunt in Africa laid on by the cannibalistic right-wing leader of an impoverished tin-pot dictatorship (no doubt), has been kidnapped. (Don't know who by. Probably some *Daktari* animal liberators or someone.) Anyway, due to diplomatic reasons, the US government can't send in its usual garrison of troops, so instead they've got you (the leader of an elite bunch of 'soldiers of fortune') to do the dirty work for them.

And what dirty work it is! Blimey! You've got to wade through swamps and flowerbeds and mudpools, all the while blasting the most ridiculous number of oncoming enemy firepower ever seen by Spec-chum. Awesome isn't the word. (But it'll do.)

Quick-paddle!

The game starts with you being dropped off on some exotic beach, which you then proceed to trash as soon as the swarms of enemy commandos start screaming in at you. Sprint through the shrubbery, whap a Harrier jump-jet out of the sky and it's onto the next level. Here you take control of a jeep in the rebel's camp (the only time you get any transport in the game), and get to do lots of pretty skid-mark patterns all over their gracious leader's patio. And so it goes on – in a ship, in a swamp, a town, a railway, and finally an airport where you've got to blast the propellers off a plane in order to retrieve the president inside and then take him home.

Power-ups are pretty much par for the course in games like this, and we've got squillions of them here. Bombs, first aid, food – you'll be tripping over them in no time at all. The firepower's pretty funky too, including such tasty terminating treats as an assault rifle (bit tame that one), a spreadfire gun (sounds more interesting), a rocket, and a good old flamethrower. Hurrah!

There's nothing particularly new in *MERCS* (heaven forbid!), and, when we saw it, the graphics weren't as clear as something like *SWIV*. But with shoot-'em-ups like this it's the gameplay that counts more than anything else – and this is as fast, frantic and furious as you can get! Those baddies never let up and come at you in absolute droves (so it's sure to be a 2-player delight) and all in all it's a jolly sight harder than a hard-boiled egg.

So there you have it. And not a Vorsprung Durch Technik in sight. *(Wrong car. James)*

Shut up.



Not far to go now, boys! We've managed to infiltrate the enemy's camp on Level 7 for it's nearly time for the final showdown. Hurrah!



Fancy a swim? Then dive on in! (Not that you'll escape the baddies – they just follow you!)

YO DEAD MEAT, SUCKA!

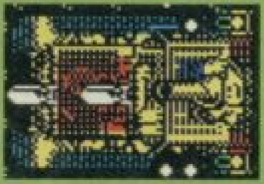
Time to check out the baddies who wait patiently at the end of each level for you to hop, skip and jump straight into their line of mortar fire. (What a bunch of pals, eh?)

Level 1



The Harrier This is your first baddie, who you'll find at the top of a mountain (or a house, or something). Whichever, it drops out of the sky after you've trashed your way through all the beach chalets.

Level 2



The Tank It's not the only tank (there are thousands of them dotted around the level) but it's probably the biggest.

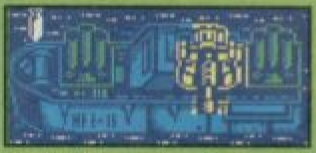
Level 3



A Chopper Or a Special Attack Unit Scorpion if you want to be really posh. He pops up when you've fought your way across the poop-deck of a jolly big battleship.



Level 4

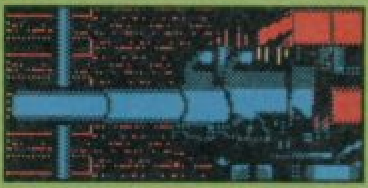


The Boat This little fella lies in wait after you've waded through a swamp, blasted a wall and stumbled through some kind of waterfall. What a joker, eh?

Level 5

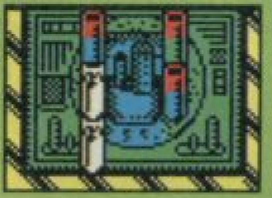
Nothing at all Don't know why but there's absolutely nothing to fight against at the end of this level. So get through the mountain pass and the village and you're onto...

Level 6



The Train This has got some huge great guns aimed at you. You're stuck on the roof of another carriage (so your movement's a bit limited) and, er, you've just got to duck a lot (basically).

Level 7



The Missile Launcher Not too dissimilar from the train level. Just a case of a lot of rather large rockets heading in your general direction.

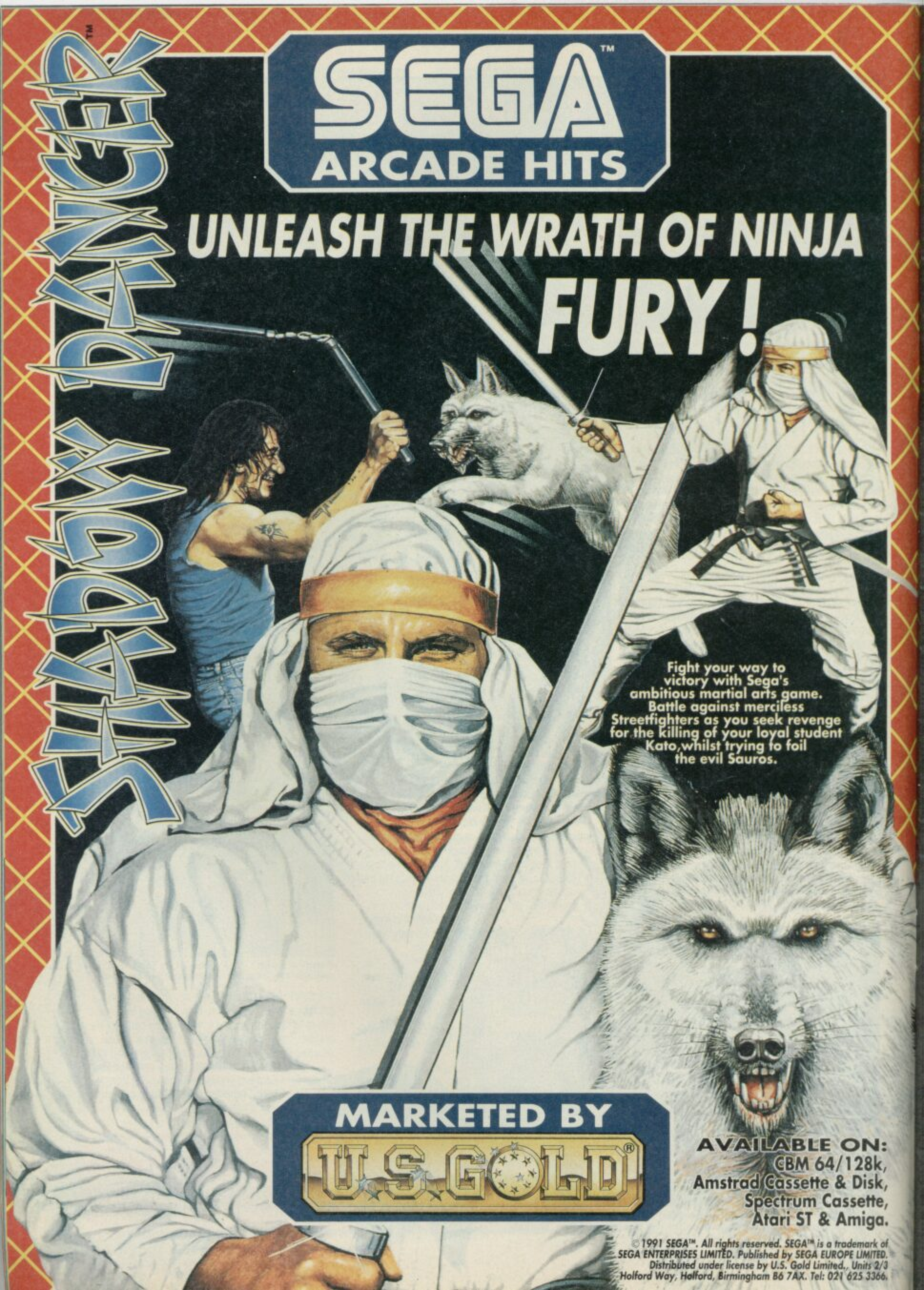
Level 8



The Big Plane With Propellers Shoot 'em off, and then fire a bit more, and then nab the Prez. It's a doddle!

FAX BOX

Game	*MERCS*
Publisher	US Gold
Programmers	Chris Shay at Tiertex
Price	£10.99 cass only
Release Date	June


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HINTS'N'TIPS

YS TIPSHOP



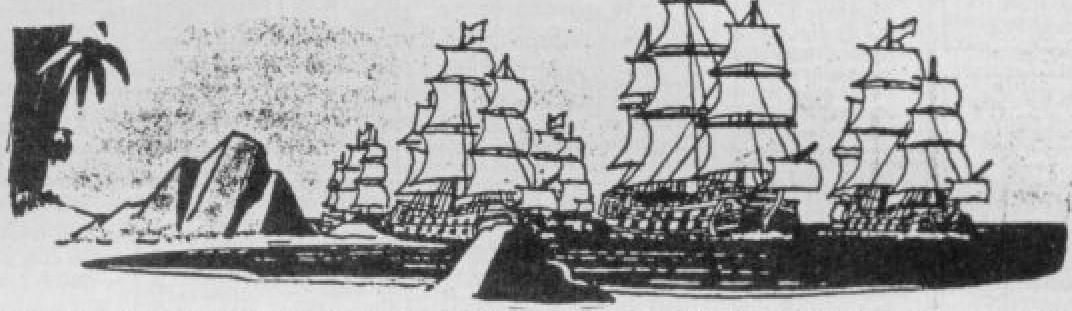
Gosh! The months go by so quickly, don't they, Spec-chums? It seems like only yesterday that I was dreaming in my very own (dark) corner of the shed trying to think of an amusing introduction to Tipshop. In my mind I was happily ambling along golden beaches, picking up dead starfish and eating sand and cucumber sandwiches... then Andy threw his black stapler at me (ouch!) and told me to get on with it. What a rotter, eh? And now it's happening all over again. Hey ho, it's a hard enough life.

Still, I suppose I'm better off than most poor souls – at least I've got your tips and letters to look forward to, eh? And not only that but I've got little Leigh Loveday working for me now, brightening up the pages every month with a full-colour map and complete solution. He kicks off on page 29 with *Switchblade* and jolly impressive it all looks too. (Excitement isn't the word!) So if you'd just like to step this way...

Sorry, but we just can't help it. The *YS* Tipshop simply gets better and better. Here's LINDA BARKER to tell us more.

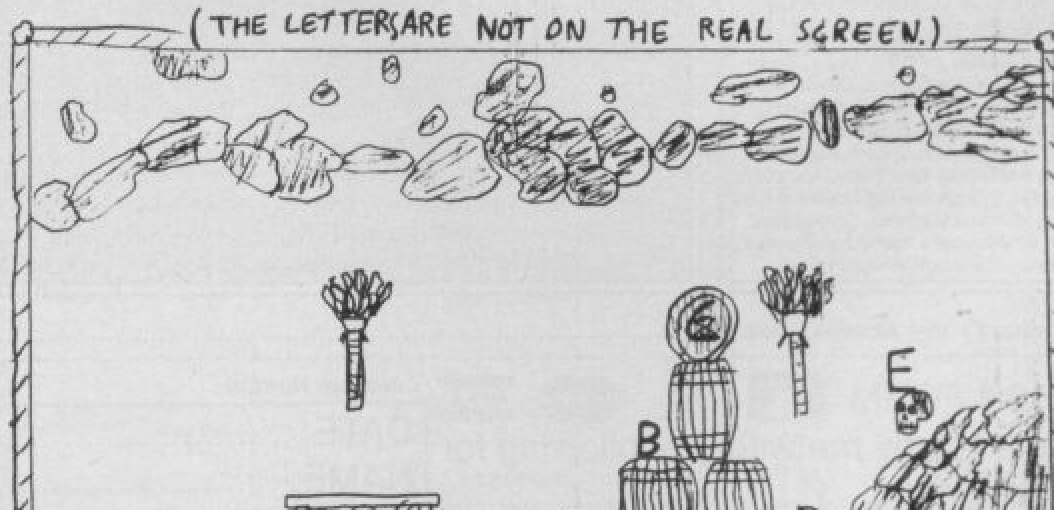


TREASURE ISLAND DIZZY



That Jon North, eh? What a poker! But what exactly do you do once you've loaded one of them there POKEs? Matthew 'Dizzy' Gemmell knows exactly where to put the *Treasure Island Dizzy* POKE...

When you use the *YS* POKE you don't need a snorkel to go in the water. You don't need to use the blue spade to start the 'bubbles' on the blue rock so that you can get onto the next island. Just walk past the blue rock, walk right up to the wall of the rock and keep jumping right until you get up to the place where the dynamite is. Keep going right till you reach this screen...



Jump from A to B to C to D to E. Walk right out of screen. Leave Dizzy to fall. He will fall through 9 black screens and then into the 'Quay' screen at the other end of the next island!!! Do not jump into the water beside the quay because you'll keep on falling till you disappear and then you'll have to quit your game.

Oh dear, well we can't have that, can we? (Ta, Matt. Have a badge.)

DR. BERKMANN'S CLINIC



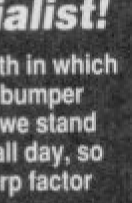
Got a gamesnag? See a specialist!

Could this be the month in which we finally sort out the bumper Clinic backlog? Not if we stand around here chatting all day, so let's get on with it. Warp factor one, Mr Sulu...

ROLLING THUNDER

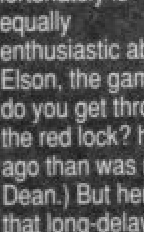
Donovan Pain was in serious agonies with Level 4, I seem to remember. Was it humanly possible to get past the Lava Men on this tricky and oddly addictive old blasterama? Well, without cheating, at least? According to the distinctly cerebral **Simon Thick**, "you'll need a lot of luck and quick reflexes". Thanks, Simon. Alternatively, of course, you could type JIMBO on the menu screen, which will give you infinite lives and energy, as both Simon and **Nilesh Masani** suggested. And then again, you could type in I to skip the level. But actually beat the Lava Men fair and square? Leave it out, squire.

BLOODWYCH



"The best game in the universe," suggests **Christopher Longhurst**, who fortunately is equally enthusiastic about assisting Dean Elson, the game's latest victim. How do you get through the first door with the red lock? he asked, rather longer ago than was really decent. (Sorry, Dean.) But here's Christopher, with that long-delayed solution...

"When you have killed the first beastie go into his lair and get the chromatic key. Open the door with the purple lock and go as far left as you can, then turn to the left and you should see a grate. Go through the grate and kill the monster within, sleep, and then go out of the grate until you are up against the wall.



Take 2 steps right and go as far forwards as you can, turn left, go through grate, kill the beastie (he's well hard), go into his lair and get the snake key. Go back to the left-hand grate (the one with a blue lock and the beastie in), go to the left-hand grate and switch the switch, now come out and go through the right-hand grate and switch the red switch, turn right and step forwards, then turn right. You should be able to see a grate – open this and kill the 4 monsters who come out, then go into the room and go left up to the 2 grates. The left one has a battleaxe in, and the right one contains the red dragon key. Yowsah! Get the dragon key, go to the red door and unlock it. Prepare your spells, though – there's a monster behind it!"



Hmmm, tricky stuff, but anyone with further probs on *Bloodwych* may have help at hand. **Shawn Grant** has offered Good Eggery services to anyone who sends him an sae. Write to him at 110 Wright Road, Cheltenham, Glos GL54 2NS.

ASTROCLONE

Our good chum S Hardy (Steve? Stan? Stephanie?) had his *Marsport* probs sorted out by the **Swann** last month, and now it's *Astroclone*'s turn. Poor S (Severiano? Samantha? Sandwich Spread?) couldn't kill the snakes in the space station. Richard of course could. "This is dead easy (no, really!). All you have to do is press down and fire (or up and fire – it depends on which way you're facing) and a cursor will appear. Hold down Fire and you'll start zapping. Move the cursor to the alien, and it'll blow up. Move the cursor towards yourself, and you'll become mobile again. What did I tell you?" Search me, but I'm sure S (Semaphore? Staple gun? Set square?) will be mightily chuffed.

MONTY ON THE RUN

Richard Swann's always complaining that he unravels everybody else's gamesnags but no-one ever sorts out his, but here for once **Andy Harris** has proved him wrong. How do you avoid being teleported in the second Monty game? asked the Swann. Simple, quoth Andrew. Just make sure you walk through them on the following colours: PIE-ARE SQUARED – green; SEWAGE WORKS – green; and then again SEWAGE WORKS – cyan. Peasy, huh?

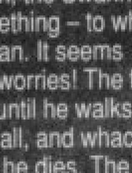
SWEEVO'S WORLD

Have we got through a lot this month or what? Even Robert A Challis, an old chum of this column, has seen his snag desnagged, and all by the Superswann, who's in notably cracking form this month. "How do you kill geese and walking mushrooms?" enquired Robert A (Aardvark? Arthropod? Astigmatism?). "Well," responds Richard, munching nonchalantly on a chocolate homewheat, "I have the answer. The 'walking mushrooms' are in fact Wijas, and you need to lure them towards the finger in the room you find them in. Then, while the finger is down, block them off with tins or other objects. Wait until the finger pops up, and voilà. The geese are killed roughly the same way, but you drop weights on them instead. You need to create a path for the goose, so it will walk right under the weight. When the goose is about 2 squares away, walk under the weight and run. If you're successful (which you're not always) we're talking goose paté." Ta, R. Time now for a bumper haylp!

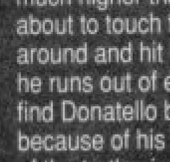
HAYLP!

Trisha Quinn: "In *Sceptre Of Baghdad*, how do you work the see-saw behind the one-eyed fool, and how do you lower the drawbridge at the waterfall?"
Greig Muir: "I've had *The Incredible Hulk* for 2 years now and still can't get past the first few screens inside the dome. Any ideas?"
Terry Errington: "In *Seabase Delta*, how do you wake the hen, and what do you do with the see-saw once you've made it?"
Daniel Reeds: "In *Wizards Lair*, how do you get past the snakes on the vault level? Someone tell me!"
Michael Blade: "In *Trap Door*, how do you make Boiled Slimies and Eyeball Crush?"
Know the answer? Write to Dr B's Clinic, *YS*, 30 Monmouth Street, Bath BA1 2BW and win a badge! And by the whim of an extremely strange art person who's chopped all my paragraphs around here's a final snag solved...

TEENAGE MUTANT HERO TURTLES



And if it isn't that ragamuffin Mr Swann again. Resisting all temptation to use the words 'pizza' or 'Cowabunga', he now moves onto Jamie Llewellyn's unusually adhesive gamesnag – the problem of getting past the soldier who's guarding April. Astonishingly, though, the Swann isn't sure about something – to whit, which guard you mean. It seems there are 2. "But no worries! The first is easy. Dodge him until he walks into the right hand wall, and whack him in the back until he dies. The second is a bit harder, though. Run towards him, and when he jumps at you, jump over him (you can jump much higher than him). When you're about to touch the ground, turn around and hit him. Repeat this until he runs out of energy. Personally, I find Donatello best for the job, because of his long pole (fnar). If one of the turtles is running low on energy, then swop to another one quickly. Also, hit all the keys on the left-hand side of the Speccy, and see what happens!" My Speccy's rather temperamental, so I don't think I'll try that. I mean, if I hit all the keys on the left-hand side, they'd probably hit back...



YS HINTS N' TIPS TIPSHOP

PUZZNIC

Does *Puzznic* pose probs? Then try this out for size...

Hold down the keys for Right and Fire and then press the Re-Start key. You'll now advance to the next level.

A 'Thank you' and a badge to Mark Graham.

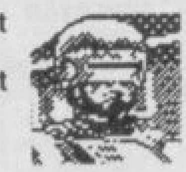
NAVY SEALS

What's grey and furry and drinks rum? Me! No, actually it's *Navy SEALs* which (strangely enough) I have this cheatlet for...

On the high score table, type in 'clubbing season' and you'll be able to skip levels and change weapons.

Whisper it and don't let Greenpeace know. Many thanks and a small plastic spoon (called Felicity) to Simon Gould.

ROBOCOP



We now interrupt this program to bring you a short message...

Just to quickly say that the *Robocop* cheat will not work unless you define your keys as MISYULE.

At least so says Alan Beveridge. Nobody else complained. Spook, eh?

HAWK STORM

What a corker *Hawk Storm* was! And for just 3 quid! Brilliant. This letter's been at the bottom of the sack for a while (I'm sorry) – it's a cheat from Speedy Gonzalez Gerard Sweeney...

On the game, hold down M and the Break key (or Caps and Space, for any rubber-key owners). The screen will clear and you enter the Map Editor (like the one printed in Pitstop yonks ago). You can now make your own game zone. But you still can't alter where the crystals go. Which is a bit of a shame, but what do you want – miracles?

Wouldn't mind. But I suppose I'll manage without them. And I'm sure Gerard can manage without another badge (seeing as he gets one about every month!). But he can have one anyway. Cos I'm nice like that.

SWITCHBLADE



Notice any changes? Yes? No? Well, er, have a look at this page, and then flip across to the other page and have a look at that and see if there's any sort of similarity. Done that? Yes! That's right! I've put the Tip O' The Month and the Megamap together! And as of this month I'll be bringing you an in-depth mega-humongous complete solution to a recently-reviewed Speccy game every single issue! Hurrah!

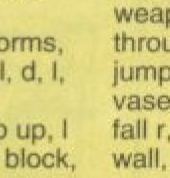


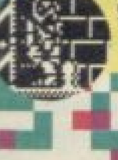
Well, actually *I* won't. Leigh Loveday will. You know Leigh – he's been banging around the shop for years. If anybody's got big tips then he has! This month he's come up with a complete A-Z of *Switchblade* so without further ado let's go meet him, shall we?

Wotcha! Right, before I start I'd better quickly say that when I write 'All the way' it means that you need to walk along until you reach a solid wall or the end of a platform. And 'u' means up and 'd' means down.

And 'r' means right and 'l' means left?

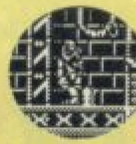
Amazing. Right, let's go! R all the way, fall down shaft, smash l wall, l, get energy, r, d, fall down to the bottom of next screen, l through door, d, r through door, smash wall, fall, l through door, d, l, avoid spikes, l, jump onto platform from crates, through door, r into previous room, jump from top of crates back l onto crates in last room, get Fireblade piece, r, r through door, fall, r to ladder, d, fall, smash wall, l, fall, smash crate, get weapon, r, smash wall, d, fall down hole, r through next room, avoid spikes, smash block, get weapon, r, jump up crates to platform above, jump up crates, back l, l through next screen, get Firebird piece, smash blocks, l, fall down hole again, r through 2 screens, d, fall of l, u, jump r over gap, smash wall, r, smash wall, get weapon, d, smash blocks, get weapon, u, r, kill Spitter (see guide), r, smash wall, get invincibility, jump up platforms, r, jump both gaps, d, fall, l, d, l, through 2 doors, fall, get Fireblade piece, r, u, jump up, l through door, u, r, smash block, u, r, smash vase, get weapon, r through door, u, u, jump up platforms, jump r over gap, u, u, r, jump fireballs, r through next screen, u second ladder, get weapon, d, r, d, r to ladder, d all the way, l, jump fireballs, fall to bottom, shoot block below Fireblade piece, jump r, get piece, jump l, d, fall r 3 times, r, fall, r all the way, u, jump l, jump up for Fireblade piece, fall r to bottom, u all the way, l all the way, u, r through door, u, l, u, r through door, u, r all the way, u, l all the way, jump onto platform, get Fireblade piece, retrace steps back to room before Lobster (use map!), l, kill Lobster, l through door, d, r, d, l all the way, jump gap, d, fall r, get Fireblade piece, fall to bottom, l all the way, smash wall, l to ladder, d all the way, r, u, jump for invincibility, d, d, l all the way, d, r all the way, smash wall, r, d, get energy, l, avoid, spikes, l, smash block, l, smash wall, u, get energy, r, jump up, u, jump l, jump up, rump r, u, jump l, get Fireblade piece, jump r, u, jump l, l through door, u, r, avoid spikes, jump up, jump r, jump up for Fireblade piece, retrace steps back through 4 screens to the bottom, l, smash wall, d, r through door, d all the way, l all the way, jump l, l, get Fireblade piece, r, r, smash vase, get weapon, r, jump r, d , r, shoot wall from platform, fall r, l, get weapon, r, smash block, get energy r, kill Demon Bird, r through door, u all the way, l, u, r, smash wall, r, smash wall, r, smash wall, r, get Fireblade piece, back all the way l, d, r all the way, r through 3 doors, u, r, smash vase, get weapon, r, smash vase, get energy, get invincibility, l, u to platform above, l through door, l all the way (jumping fireballs), through door, get Fireblade piece, back r, u, l through door, jump up, u, r, u, get energy, l, jump up, jump r, r, jump fireballs, through door, all the way r, jump gap, jump up for weapon, r, jump up, jump r through door onto platform, r, jump up, r, jump up, smash vase, get energy, r all the way, fall r, r through door, smash wall, r all the way, through door, r, smash wall, r, smash wall, d, l all the way, kill Hoverdroid, l through door, get Fireblade piece, retrace steps all the way back through last 12 screens to screen with ladder at bottom of pit, fall, smash r wall, get energy, l, d, l all the way, get Fireblade piece, back r, fall r, fall into next screen, jump l, get weapon, fall r, l all the way, d all the way, r to room with fireball, jump fireball, r, jump r onto platform, r, jump r, fall r, fall l twice, fall r, jump r, fall l, fall r, get Fireblade piece, fall l, r, fall r, l, fall l, r, smash blocks, get energy, fall l, fall r, l all the way (jumping fireballs and drones), up steps, l, get last Fireblade piece, and finally l through door into freedom. (Or perhaps not – you got to kill Havok yet!)





THE COMPLETE ENEMY GUIDE

Here's a run-down of the baddies, put into groups and in order of appearance...



SMALL UNS

Bugs Slow, go left and right. 1 hit.

Scorpions Faster, chase after you. 3 hits.

Snakes Even faster. Come in masses and chase you. 1 hit.

Bats Fly at you when you reach a certain distance, then fly back. Activate them then back off slightly and hit 'em. 1 hit.

Drones Look like jellyfish. Come in masses and push you up against wall, where they finish you off. Deadly. 1 hit.

Wall-crawlers Move up and down walls/ pillars etc. Kill them before you move into their range. 2 hits.

Fireballs Special. You can't kill them. 1 or 2 of them spin about in platforms. Jump over.

BIG UNS

Lizardmen Slow and stupid. 2 hits.

Punk dudes Slightly faster. 3 hits.

Wolfmen Same as Punks.

Cavemen Much worse. Deadly when there's more than one. 4 hits.

Robot Pretty easy. 4 hits.

HUGE UNS

Spitter Easy. First, blast the 2 blocks away. When it fires at a slight upward angle, drop down to its level and blast it once or twice before jumping back up to the far end of the next step up (where the blocks were). Wait for the next angled shot and repeat.

Lobster Tricky. Get right up to it and follow it, shooting all the time, as it moves back. When it hits the wall and comes forward, walk very slightly ahead of it so its shots miss you. When it heads back repeat.

Demon Bird Easy. Stand on 1 level, shoot as it comes level then jump up and down a level to avoid its shot. Repeat.

Hoverdroid Quite easy. Go to bottom level, and as the droid comes level blast it, jump up a platform, blast again, jump up to the top, then drop down to the bottom after a shot has passed just beneath you. Repeat.

Havok A mean dude. Ugly too. This screen is one-way, so make sure you've got all the bits of the fireblade to kick his bot with...

THE COMPLETE WEAPONRY GUIDE

Bits of pieces to help you out...

Arrows Crap. Pretty fast, but short-ranged and very weak.

Knives Fast, long-ranged and powerful.

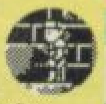
Spit (Or something) Crap. Long-ranged and quite powerful, but so slow it's likely to get you killed straight off.

Shurikens Quite good – slow but powerful.

Bullets (I think) Long-ranged but weak.

Sai Same as knives (just about).

Invincibility Damn useful while it lasts – typically, not very long at all.

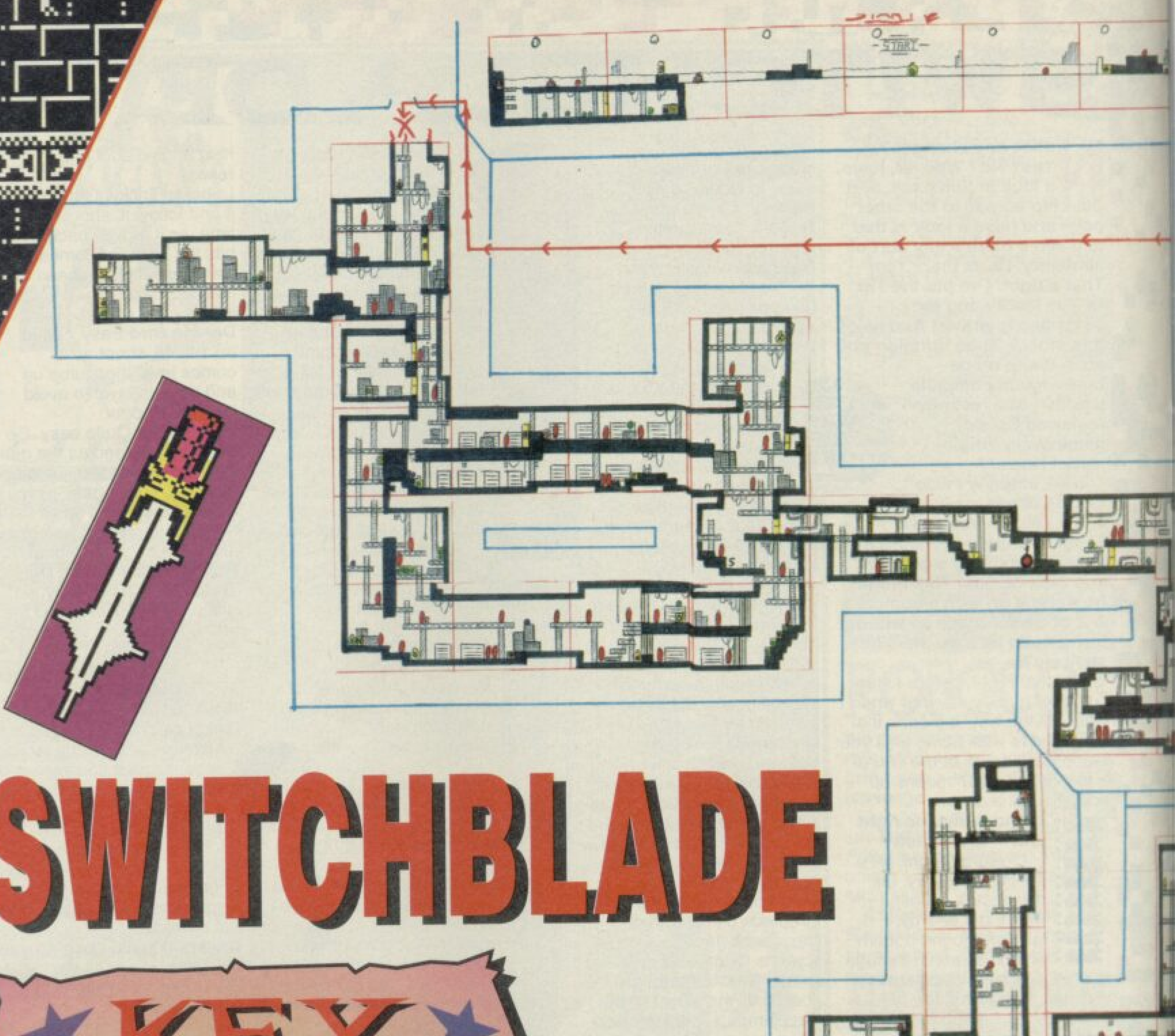


GENERAL TIPS

● You can outrun most creatures (sometimes a wise move) ● Sometimes it's best to wait for monsters to appear and kill them before progressing, rather than walk straight into them as they materialise ● Holding down fire with a weapon can make it more effective ● Taking a run-up to a jump lets you jump further ● Collect as many bonuses to your Powermeter as you can cos the extra speed is vital later on ● You can see which blocks can be smashed – they're slightly more dimpled than the rest ● Try to use the sweep, except when there's more than one enemy onto you (punch and kick).

And that's it, Linda.

Phew. Cheers, Leigh! (What a star! Don't forget to tune in next time. You'll never forgive yourself if you don't!)



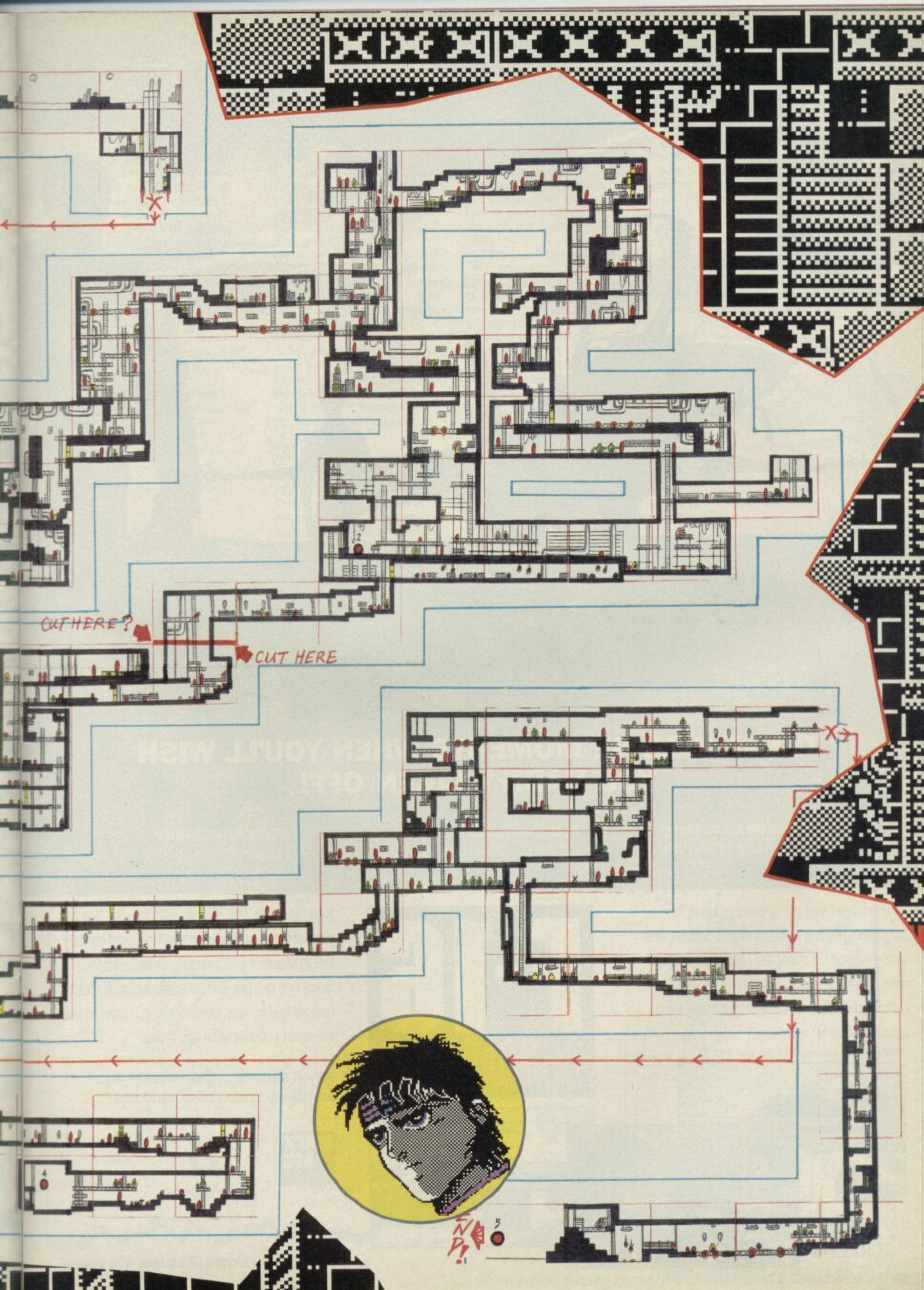
SWITCHBLADE

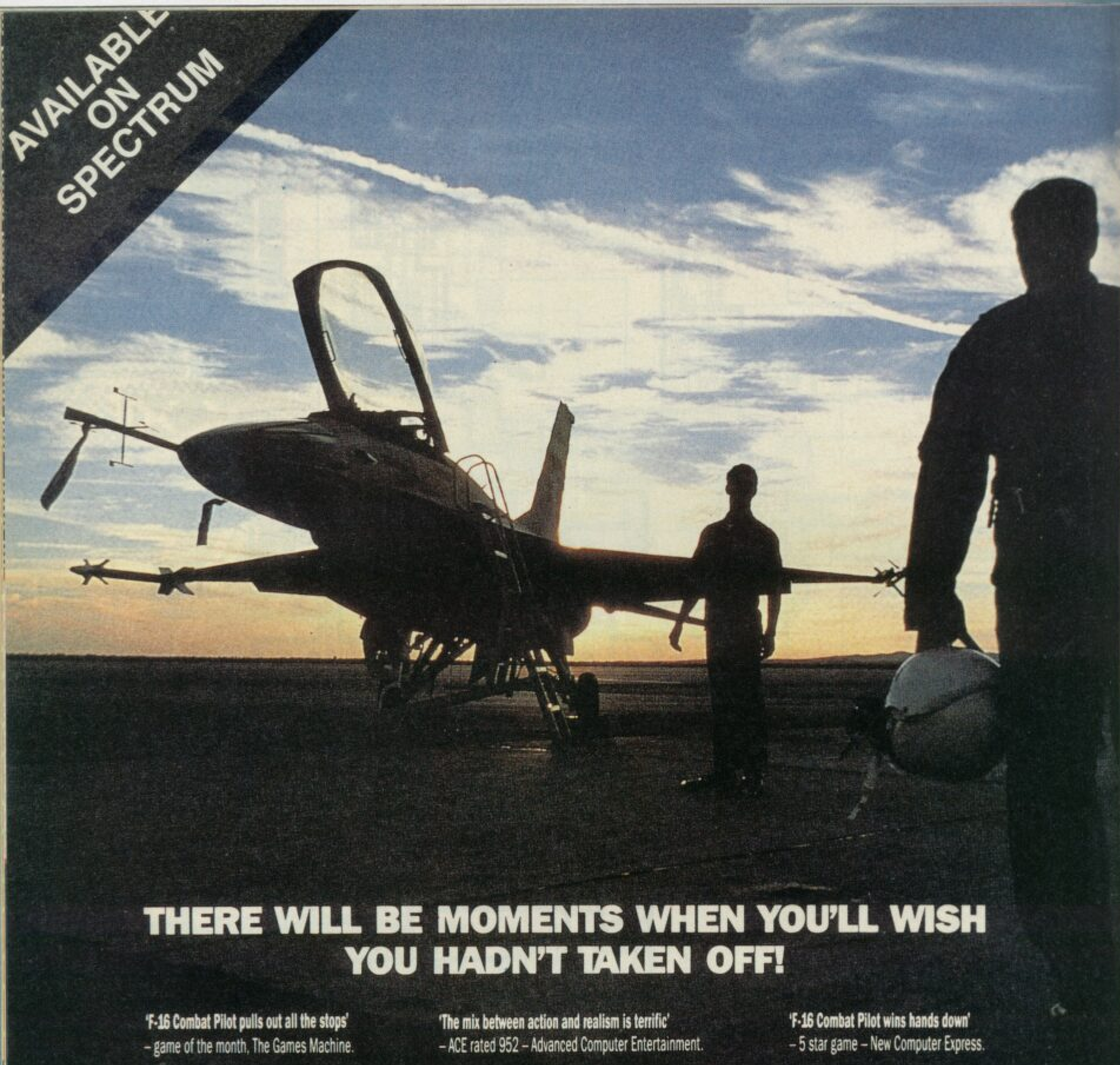
KEY

- Breakable Wall
- Enemies (3 Sizes) — s m l
- Parts Of Fireblade
- Points
- Energy
- Weapons
- Invisibility
- Increases Power Meter

(If anything is ever surrounded by yellow it means you have to smash something to get to it)

B Letters making up the words BONUS & EXTRA


CUT HERE?
CUT HERE
2
4
5
END!



I'm primed for action as my F-16 leaves the runway. This time my mission is to destroy a battalion of tanks. Suddenly, threat warning – interceptors closing fast! I quickly select dogfight mode and arm a Sidewinder. We both fire at the same time – chaff and a high-g turn out manoeuvres his missile. A loud explosion tells me he's not so lucky.

F-16 COMBAT PILOT

Flying fast and low, I turn my F-16 towards my target. Time to switch on the ground radar and arm the laser-guided Mavericks. I fire six missiles in quick succession, Lantirn automatically locking on to each tank. With flak bursting around me I dive for cover and head for home. Approaching base, I contact the tower and request a talkdown for my night landing.

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NIGHTBREED

Now that Leigh's doing the Tip O' The Month Andy reckons there's no reason to give any dosh away anymore. Blimey! What an old miser, eh?! Which means Mark Brogan only gets a piddly 3 free games for his *Nightbreed* solution! I'm in half a mind to go on strike.

❊ Level 1

Go right and then right again, take the exit at the bottom of the screen and go down. Go left where you find the pass-key for Level 1. There is also an energy bubble here to replenish your energy. Go right and then down. There should be a pit here (or a mine). If there is a pit, jump down to Level 2. If there's a mine, stand on it and it creates a pit to Level 2.

❊ Level 2

To get past the falling rock you should walk slightly under it and then dart away to the left. It falls harmlessly and you can walk past it. Now go right and climb down the ladder. To get away from the jumping frog, stand in the middle of where it is and where it will jump to. Once it moves to the far right start running left and go through the door and try to get to the man with the machine gun as soon as possible. Kick butt and pick up the pass-key for Level 2.

Now go out of the room and right, then up the ladder and right again. Now, instead of going through the door, go right and fall down the crevasse. Then go right and up the ladder. Watch out for the flying monster! Go through the door, up the ladder, right and jump over the emerald sort of thingy. Go right, down the ladder, then left and fall down the crevasse to Level 3. (Or if you have a gun shoot the emerald man, climb down the ladder and shoot the man with the flame thrower, then go right and fall to Level 3.)

❊ Level 3

From where you fall, climb down the ladder and then go left. Climb down the other ladder and you're in the Berserker's corridor. Now go left and up the ladder. Go left again and up the ladder, right and up the ladder. Here you've got to beat up Decker. Then pick up the pass-key for Level 3. Climb down the ladder, go left, down the ladder. Then right and down the ladder. Right again and down the ladder then go right for the next 4 times until you come to Baphomet's room. Go in and you're treated to a neat sequence of pictures.

After this, go back along the Berserker's corridor and open the door. Go left and up the ladder, left again and up the ladder. Now go right and up the ladder, then left and up the ladder and finally go right and through the door.

❊ Back to Level 2

After stopping the tape, push your joystick right and quickly go up the ladder. If you don't you're flattened by a falling rock, then a bomb hits you and your gun's stolen. So it's best to do as I say!

Go left twice and up the ladder. Go right and through the door, then left and up the ladder. Beat the giant and go through the door. You have freed the Breed!

❊ Level 1 again

As soon as you go back down to Level 2, go through the door that the computer puts you close to. This takes you to Level 1. From where you end up, go right and right again and then through the door. Now go left and through the door again. Then go right twice. (This route gives you a chance to replenish your energy and gain some bullets.) Fall down pit to Level 2.

❊ Level 2 again

Keep going right and fall down crevasse. Then go right and up the ladder, through the door and down the ladder and right. You're now in the room with the emerald. Use the same procedure as last time and drop down to Level 3 again.

❊ Level 3 again

Climb down ladder, go left, climb down ladder. Go left again and climb down ladder. You're in Berserker's corridor. Go left, climb ladder, go left, climb ladder. Go right and up ladder. Decker is waiting for you. Fight the final battle with him and you get to see your girlfriend. Go left, up the ladder, go right and through the door.

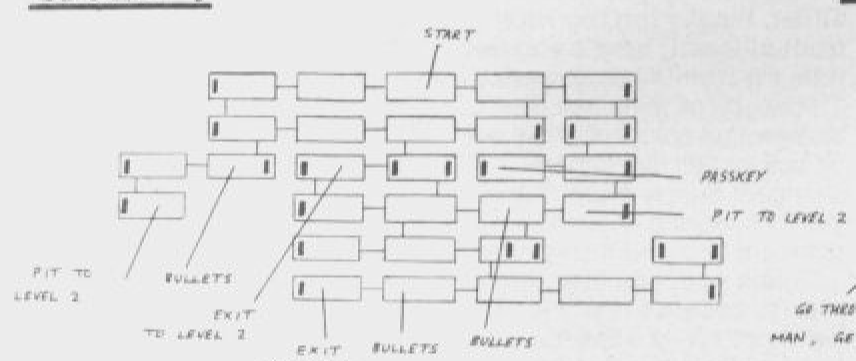
❊ Level 2 (for the last time)

Use the same route as you did when you came up from Level 3 last time. Get to the door and you're be treated to a romantic end scene.

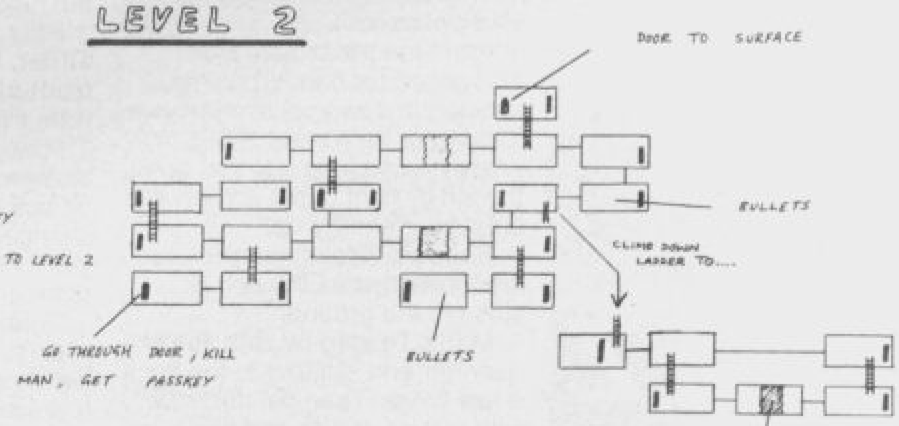
Before I go – don't forget that by pressing T you can change into the incredibly brave Cabal and so beat the really mean monsters hands down.

I wouldn't dream of forgetting such an important thing. And I won't forget to thank you either. (Okay, all you big girls' blouses, you can come out from behind the sofa now. All the ghosties have gone.)

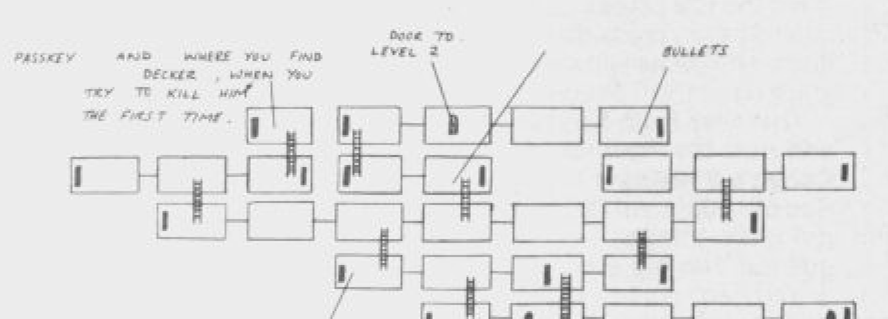
LEVEL 1

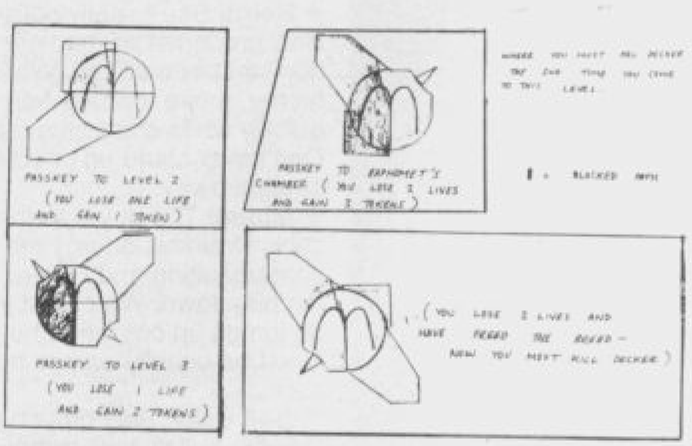


LEVEL 2



LEVEL 3





PRACTICAL POKES

Better flex your fingers. It's that NORTH bloke again.

COVERTAPE CRACKS

Regular Practical Poker **Richard Swann** has done a couple more games this month. The *Bumpy* routine gives standard infy lives, and the *Destrux* one gives infy credits. By the way, Richard, you should have your disassembler by the time you read this.

```
10 REM BUMPY BY RICH
20 CLEAR 24999: LOAD ""CODE 25E3
30 POKE 47771,0: RANDOMIZE USR
43900
```

```
10 REM DESTRUX BY RICH
20 CLEAR 24600
30 FOR F=23296 TO 23327
40 READ A: POKE F,A: NEXT F
50 RANDOMIZE USR 23296
60 DATA 221,33,203,92,17
70 DATA 142,0,62,255,55
80 DATA 205,86,5,48,241
90 DATA 33,24,91,34,69
100 DATA 93,195,14,93,62
110 DATA 183,50,154,214,195
120 DATA 26,212
```

This is the first routine ever coded by **George Kirkwood** of Birmingham, and judging by the amount of options he's stuck in it, it'll doubtless not be his last. (Oh, and it's for *Earth Shaker*.)

```
10 REM EARTHSHAKER BY GEORGE
KIRKWOOD
20 POKE 23624,7: POKE 23693,7
30 CLEAR 27E3: LOAD ""CODE
40 POKE 35347,0: REM INFY LIVES
50 POKE 35001,24: REM FALLING
OBJECTS HAVE NO EFFECT
60 POKE 34526,201: REM INFY
ENERGY
70 POKE 60072,234: REM USE THE
MAP AS OFTEN AS YOU WANT
80 RANDOMIZE USR 356161 – ROOM
FOR IMPROVEMENT2 – THE BUBBLE
BATH3 – THE GRAVITY CHAMBER4 –
HEAD IN THE CLOUDS5 – HUSH TOED
ICELAND6 – DIAMONDS OF MINE7 –
THE TWO OF HEARTS8 – CENTRAL
INCINERATOR9 – INTERNAL REACTOR
INC10 – NUCLEAR ORE CAVERNS11 –
GRAVITON SHELLS12 – THE OIL
WELLS13 – WET HELL SOIL14 – THE
GRAVLOCK CELL15 – HONEYCOMBS16
– HAIR BRAINED SURGERY17 – BURY
DRAINAGE HIRERS18 – SPACEBASE
WASTEPIPES19 – THE SNARE20 –
RUSE NO DOUBT21 – OUTER
BOUNDS22 – SPRING LODED23 –
ALARM CLOCK WORKS24 – FOG RISE
WATERFALL25 – GREAT WALLS OF
FIRE26 – CHINA CANAL27 – THE
COMBINATION LOCK28 – YOUR SAFE
WITH ME29 – YE FIT WARM HOUSE30 –
THE KEEP31 – FOR GOODNESS
SAKE32 – NO DEVIL LIVED ON
```

NARC

This is the first Wonderful World Of Speccy hack I've ever printed (I think) and makes its writer, **Theo Develegas** of Athens in Greece, this month's Hacker of the Month. It gives infy credits and only works on 128. (And, Theo, I'll be covering the Search loader – Spiderload – in How To Hack in a month or two.)

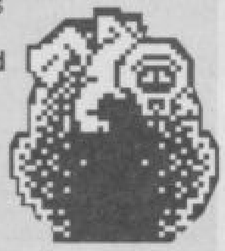
```
5 REM NARC BY THEO DEVELEGAS
10 FOR F=3E4 TO 1E9: READ A
20 IF A=999 THEN PRINT USR 3E4
30 POKE F,A: NEXT F
40 DATA 221,33,203,92,17
50 DATA 195,14,62,255,55
60 DATA 205,86,5,48,241
70 DATA 62,201,50,152,93
80 DATA 33,0,64,34,141
90 DATA 93,93,84,33,91
100 DATA 117,1,7,0,237
110 DATA 176,33,3,93,195
120 DATA 14,93,175,50,65
130 DATA 137,195,24,92
```

I'm off to hack *NARC* on the Amiga now (that'll be nice, won't it?), but if you've hacked anything on the Speccy (48K, 128K or even 16 poxy K), send it down to me, Jon North, and I'll do my very best to stick it in the mag. Oh, any requests for the POKEs tapes should be sent to me too. The address still hasn't changed in the last year-and-a-bit (of course), which means it's still Practical POKEs, *YS*, 30 Monmouth Street, Bath, Avon BA1 2BW. See you in the scrolly.

HYDROFOOL

Slapped wrists time. We gave you a map of *Hydrofool* a couple of issues back but failed to tell you what to do with any of the objects you picked up along the way. Lucky you've got Gareth Jenkins to tell you instead...

✓ **Horseshoe** Kills the seahorses.
✓ **Harpoon** Kills the baby whale.
✓ **Hook** Kills the wolf fish.
✓ **Spoon** Kills the jellyfish.
✓ **Nothing** Kills the piranha.



Go forth and kill poor little innocent baby whales – you heartless so and so's.

LOOPZ

The early bird catches the worm and Michael Early's sent in the first tips for *Loopz*...

Here are the first 7 passwords for game C...

☆ 6 EASY
☆ 11 CUTE
☆ 16 ARTY
☆ 21 FOXY
☆ 26 CRAS
☆ 31 WHET
☆ 36 POLL



Well, that's lovely as far as it goes, Mikey – so now perhaps you'd better pop off and do the rest, eh? (Ho ho.)

MAG 7 NO.1

Mag 7 No.1 ahoy! What a hot chestnut of a cover cassette that was, eh, Spec-chums? And here's a whole collection of tips for it! Hurrah! First up, *Spindizzy*, care of a rather kind gent called Bill Burton.

Fancy some infy time? Type in PAT on the high-score table!

Super! Next, a few of those incredibly bad chaps (and chappesses) from *HKM*, sorted out by Anthony Hutchinson...

✻ **Igor** Use the crouch kick and punch for him. When you knock him down you must move forward or he will get all his energy back. If he hits you go to the left or right of the screen and build your energy up.
✻ **Shepski** Again you must use crouch tactics as the dog is close to the ground.
✻ **Maria** To start off with, jump over her and kick her in the back a few times. Then pin her down with crouch tactics and kick and punch.
✻ **Helga** She's really difficult. Stay crouched all the time and don't let her trap you. When you hit her, move towards her quickly while she's stunned. Don't ever stand up or you'll die straight away.
✻ **Miguel** The guy with the big stick. Drain his energy by somersaulting and hitting. Then pin him down. Watch out when he jumps up cos when he lands he usually swipes his stick.
✻ **Bull** Easy. Stay crouched and kick the bull till he's trapped in the corner and then punch him as well. Don't stand up.
✻ **Hans** Erm, well I can't actually beat him.

Never mind – duffing up a Spanish waiter with a big stick is pretty good going. Now let's have a little bit of confusion (there's nothing like it) – according to a certain David Sconce...

If you want to skip a level in *HKM*, type in HKM and Z and X on the options screen.

But then S Reid says that...

You have to hold down G and O and then press X whilst playing if you want to jump to the next level.

Presumably you can do either. Finally (on the *HKM* front at least!) here's a sweet little PS from Alan Angel...

I bet you all think that the background colour of *HKM* is a bit dull, but all that can be changed! Simply press C and you'll be looking at several diffferent coloured backgrounds.

Thank you, you little angel! (Sorry, couldn't resist it.) And yet more cover cassette funky fun and frolics – this time with that bouncy little bounder, *Bumpy*. First a very well-known cheat ...

On the title screen, select the controls then press down all the keys. The game will start and you'll have 99 of everything.

That was from Leyton Bell and now it's (wait for it!) Leigh Loveday's turn! Spook – deja vu! He's got a few things sussed. Hip hip etc...

✻ You can't control your bounce height or direction when bouncing off platforms.
✻ Full white platforms make you stick. Press Fire before you land to bounce back off 'em.
✻ To do a series of high jumps keep your finger on the Fire button when moving.
✻ You can't do high bounces off the top of walls.
✻ Hold down H when you start a new screen so you can plan your route beforehand.

Thanky danky, you old wombat, you! That leaves us with *Destrux*, a fine-feathered reader game if ever I saw one and here's Ben Boon to spout some words of wisdom...

Hold down the keys Edit, A, S, D, F and G to disable the reactor.

Fair enough. But hark, what's this I hear? It sounds like Daffyd Thomas who says you have to hold down all the keys to do this. Can't you lot ever agree? Last up in the Mag 7 file is Nick Cooper with a word or 2 or (21) about *Destrux*...

Whilst in the game, hold down all the keys except the Abort key to take you on to the next level.

Fanks, N. (And badges too.)

WIG OUT

Mmm. Looks suspiciously like the end of the page to me. Now I can pass it back over to Andy and maybe slip in a couple of hours daydreaming before tea. Scrummy! (So long as he doesn't throw that stapler at me again of course.) And in the meantime you lot get writing cos I want next month's Tipshop to be really good, understand? Good. Send all your tips (and strawberry lollipops) to Linda B, Tipshop, *YS*, 30 Monmouth Street, Bath BA1 2BW. Bye!

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CompilatioN

Domark/£14.99 cass/£19.99 disk



Rich A compilation called *The Winning Team*, eh? That might be pre-empting things a bit. Let's have a look.

ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS

Here we have a 3D isometric shoot-'em-up, with the welcome addition of a simultaneous 2-player mode so you and a chum can work together blasting baddies and rescuing hostages. At first, it seems like a bit of a laff. The 3D view and crisp clear graphics work a treat, and the play area appears vast as each level is divided up into platforms. The only snag is that nothing much changes – I think "samey" is the word I'm looking for because you're bound to find it pretty tedious after a while. But it's still fun while it lasts.

1991 Verdict: 80°

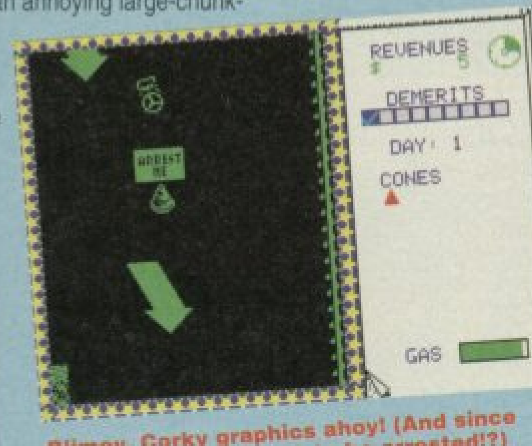


Hur hur. Wait till I get my tentacles around you, baby! (Ahem.)

APB

The coin-op version of this was a bit of a hit (at least, I saw someone playing it at a service station once) and rather surprisingly it converted quite well to the Speccy. You're Officer Bob, and you have to drive around in your car (in an annoying large-chunk-scrolling sort of way) arresting naughty people. The trouble is that the original arcade was a tad dull, so unfortunately this is a bit too.

1991 Verdict: 69°



Blimey. Corky graphics ahoy! (And since when did anybody ask to be arrested!?)

VINDICATORS

Not to confused with *The Vindicator*, of course, which was this rather good multi-parter beat/shoot/drive-'em-up. This one's a scroll-around-in-a-tank-'em-up with the unfortunate problem that it's crap. It's just all so slow and unexciting that, well, you just won't want to play it.

1991 Verdict: 40°



CompilatioN

Domark/£10.99 cass



Linda If there's something that really tickles my fancy, it's getting a few friends round in the evening, putting some groovy tunes on the dansette, and then playing a spot of *Triv Pursuit*. It really works a treat. And by spooky coincidence that's remarkably similar to what this TV triv quiz compilation's all about (well, sort of). What fun, eh?

THE KRYPTON FACTOR

I didn't even know this was still on the box! It used to be on after *Crossroads* when I were a young 'un. It was a very dull programme then, and the game's not much better. Up to 4 players have to get through 6 sections (including the infamous assault course) to prove themselves 'superpeople'. Personally, I'm quite content to remain a crap person if it means giving this a miss. On release (in May '88) it got 60°. But now we'll give it...

1991 Verdict: 55°



BULLSEYE

So let's kick off with a darts game. Er, actually I didn't think much of this at all. (Ahem.) Its only saving grace is that we're spared any digitised pics of Jim Bowen. Instead there's that crap bull with the beer gut. The aim of the game is that 1 or 2 players throw darts and answer questions. What a load of bull.

1991 Verdict: 50°

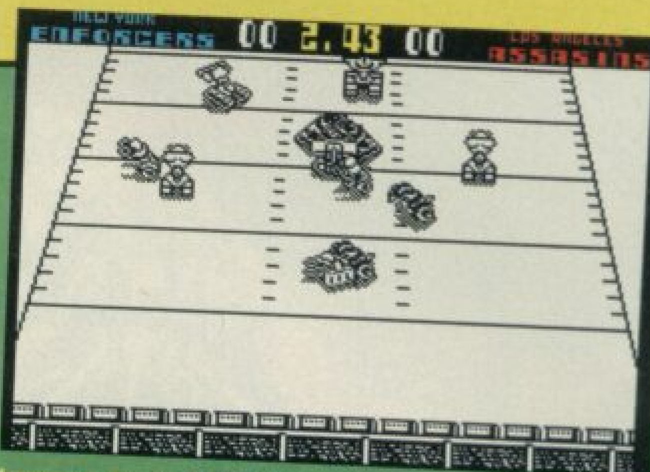


Bendy bullies ahoy! (What a crap screen, eh, Spec-chums? And the questions aren't that much cop either. Ho hum.)



CYBERBALL

Let's face it, nobody has the slightest idea how American football works, no matter how much they boast about it. So *Cyberball*, a futuristic variation of the game (featuring robots instead) is, unsurprisingly, rather tricky to play. Add to that the fact that it's jerky with manky graphics and you've probably got it sussed. The 2-player option adds some excitement but it's still all a bit confusing for its own good.
1991 Verdict: 69°



Lummee. No idea what's going on here I'm afraid. Sorry!



And there we go – 2 rather poor sports sims, a pathetic shoot-'em-up, a brilliant puzzle game and the original *APB*. It's okay, but you could certainly buy 5 far better (re-released) bargs for the price. (Any help?)



So here's how it works. The squares sort of come down from the end up there and drop into this box thingy. Simple really.

KLAX

Ah, this is more like it. *Klax* is a member of the completely simple yet fiendishly addictive puzzle game club, and was simply corkeroony on all formats. Lots of coloured bricks come at you (with a nice tumbling sort of effect) and you have to catch them in this thingy and drop them to this other thingy, forming specific patterns to score certain points (and cause the respective bricks to vanish). That's it really – simple but brilliant, and although it's not quite up to *Tetris* standards, it still comes pretty damn close.
1991 Verdict: 85°

finalverdict — 66°

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS	INSTANT APPEAL
71°	65°	60°	79°

DIAGNOSIS
A not terribly inspiring compilation, with just one brilliant and one above-average game to its merit.

BLOCKBUSTERS

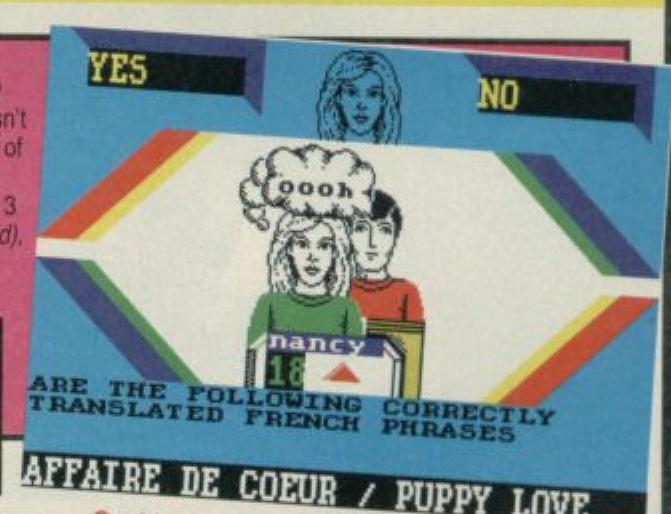
What a game! It was always a bit of a sore point with me that I never actually got to appear on *Blockbusters* – but, hey, now I can. There are 6 difficulty levels and zillions of questions (so you can carry on playing for days) and if you can persuade a mate to play then it gets dead competitive. It's a bit of a stickler on the old spelling though and the Gold Runs are blimmin' hard. Still, it's jolly good solid fun.
1991 Verdict: 80°



Yo, Bob! How ya doin'? I'm doing pretty well, even if I say so myself. It's jolly lucky that I know my chestnuts from my ginger nuts.

EVERY SECOND COUNTS

Reliable sources inform me that this is hosted by Paul Daniels (slimeball!). But fortunately he doesn't pop up in the game at all. Instead you get a load of contestants who have to say whether things are true or false and answer the odd question. Up to 3 couples can play – that's 6 people *(Well done. Ed)*, so clear a large playing space.
1991 Verdict: 80°



Oooh! That Paul Daniels, eh? What an annoying little so-and-so! I'm Nancy (yes I am!) and I know the answer to this one! (Yes I do!)

It may look like an incredibly boring pack but when you get into it *It's TV Showtime* ain't half bad, with 3 pretty solid titles to play your friends against. If you like triv then you'll have some fun.



I'm the bod with the cropped hair. It's a peasy question so I don't know why I look so confused. Maybe I'm just nervous.

BOB'S FULL HOUSE

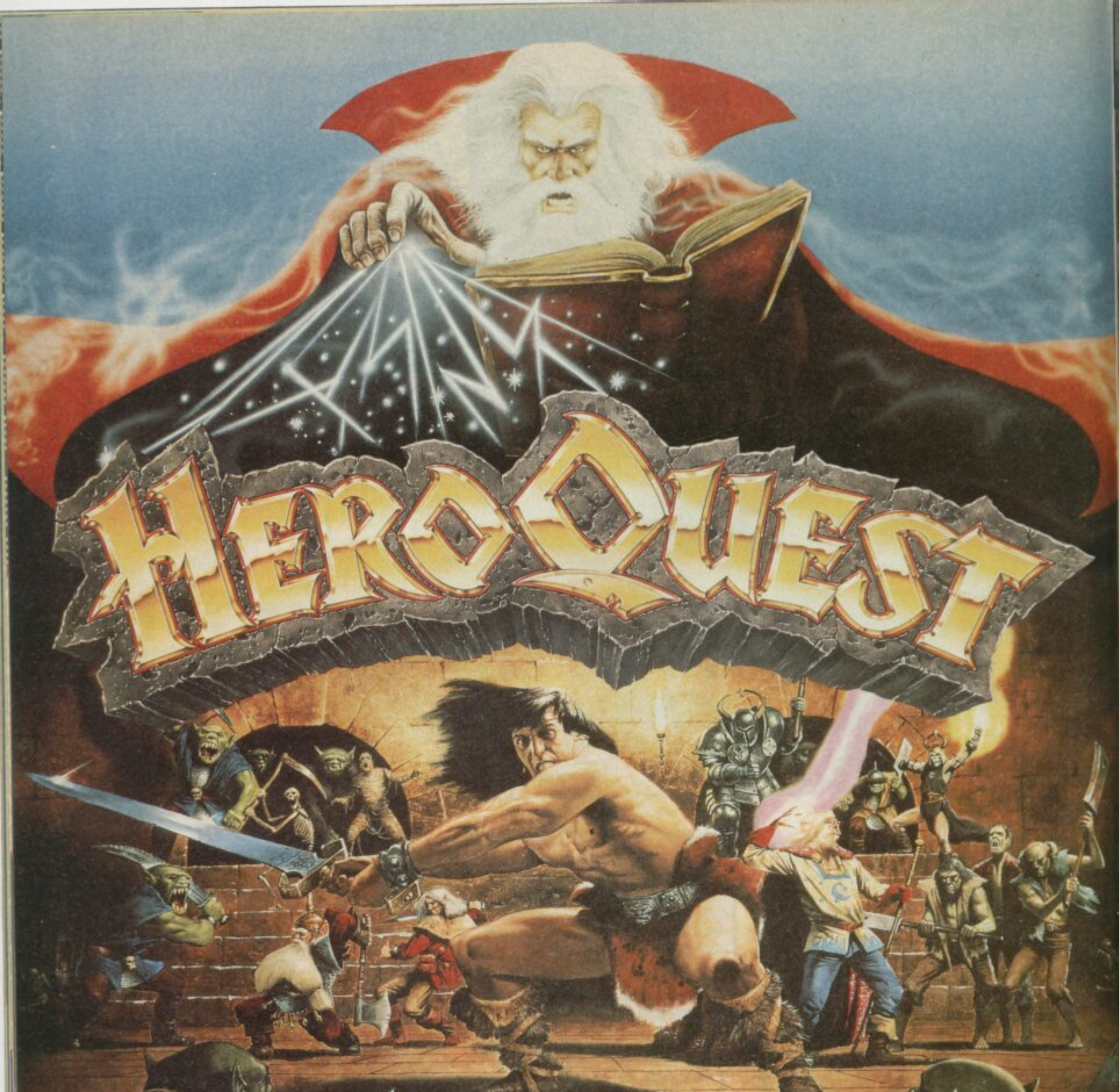


What a lovely pic of Bob! And what prizes! The aim here is to answer loads of questions (surprise, surprise), but you've got to be jolly quick off the mark to manage it. Each player (and there can be up to 4) has a bingo card and you've got to light up the corners, then a line and then the whole thing.
1991 Verdict: 80°

finalverdict — 75°

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS	INSTANT APPEAL
78°	73°	76°	73°

DIAGNOSIS
Surprisingly good TV quiz compilation. Fun.



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Waring here. I can't stay long, there's a coupla hoods following me. I thought I'd lost them back on East 53rd but they seem to have popped up again. Anyway before we get into the complicated stuff, I'll just take time out to remind you that any nasty little problems you've got lying around, I'll set them straight (at a price). Tips too – I'll pass those on as well if you want. And talking of which, here's what dropped through the box this month...

WHAT'S YOUR GAME?

This is a serious letter. I have been interested in the Sinclair games scene since '82 and would now like to become involved in the programming of computer games. I do have some knowledge of computer programming, but I hesitate to further my education for I would have to sacrifice my present career in accounts.

What I would like to know about is the present situation in the computer games industry. Are games selling more? What does the future hold? And how would I go about getting into the programming world?

Paul Sargent
Pinner, Middlesex

Games, eh? I've been there, Paul. Did a stint in the games writing industry a while back before I became a tec. (It don't pay as well, but I get by, and besides, I need to keep the low profile at the moment.)

Don't make any rash decisions about giving up your accounting career. Better to practice programming in your spare time and try and sell your efforts to budget games publishers. (Don't raise your hopes too high though, even budget games have to be of a very high standard. A pal on the inside at Codies tells me that they only go on to publish around 2% of games that are submitted to them.)

The first thing you have to know is that games-writing requires a thorough knowledge of machine code. Hit your local computer bookstore for a suitable book to learn from. It won't be easy, but you sound like a smart kid. Persevere and you'll pick it up.

You'll need an assembler too – this is the program that lets you type in the machine code instructions. Again, check out your computer store for advice.

Speccy games are still selling very well, thanks to all you loyal Speccy owners out there, and although you won't be making a fortune from a budget game sale, it'll still put a little extra cash in your pocket. So, stick to accounting for the moment, Paul. (And besides, a guy like you could be useful. Perhaps you could use your 'creative talents' and, er, set my books straight, eh?) **Ad.**

SAM SPATE

This is more of a plea than a letter. I recently sent a letter to most of the major computer companies, asking for information on SAM Coupé games. I had a few replies. US Gold told me that they were converting *Strider*. Digital Integration sent me a very pleasing letter about the conversion of *F-16 Combat Pilot*. But D&H games (one of my favourite companies) sent me a letter saying that they were to convert no more games because of the lack of demand.

If every SAM owner wrote just one letter to all the major companies then they would have to stand up and take notice. For the price of a stamp you could expand your SAM software library a heck of a lot.

Please consider it.

Andrew Hood
Cardiff

3 cheers for the companies concerned! I think though that the best way to encourage the software companies to produce SAM software is to support their products. They won't argue with their sales figures! **Ad.**

SPECCY NEWS



Alan Miles (l) and Bruce Gordon (r) from Samco.

ALIVE & KICKING

So, you thought he was dead, huh? Don't believe a word of it. Just in hiding, that's all – had to lie low for a while, till things got straightened out. But now's the time to come clean...

The fact is that the SAM Coupé – SAM to his friends – is now under the wing of Samco. It's being sold in the UK by over 100 independent computer retailers – and at under £200 for the disk based system, it has impressive capabilities that puts many of the 16-bit machines to shame. No matter where you go, in fact, SAM'll find you – he's wanted in 11 countries at the last count.

And you gamesters out there will be pleased to know that there's plenty in the pipeline for you – *Pipemania, Klax, Escape From The Planet Of The Robot Monsters* are just a few of the forthcoming SAM titles.

I've got an address for those of you who'd like more information. (Just don't tell 'em where you got it.) **Sam Computers Ltd, Lakeside, Phoenix Way, Swansea Enterprise Park, Swansea SA7 9EH. Telephone 0792 700300.** Those of you with a couple of dimes to spare may like to try the SAM Coupé hotline. It has all the latest SAM news and information, but is a premium rate service. Call **0898 299380.**

MICRONET MOVE

If you need information and you need it fast, there ain't no quicker way than Micronet. Micronet is an 'On-Line' service which Speccy owners can access if they have a modem connected to their machine.

And they've introduced a new tariff system, aimed at bringing down the cost for all you home-based Spec-chums. From April 1st, users of the service will have unlimited off-peak access to all Micronet information for the cost of a local phone call. There's a price to be paid for all this though – after all, BT never claimed to be any charity. The quarterly subscription rate will increase from £20 to £30. Don't use it during the peak period of 8am to 6pm Mondays to Saturdays though – it'll set you back a steep 8p per minute.

Find out more from Micronet's customer help desk on **0442 237237**. Sales enquiries will be dealt with on freefone **0800 200 700**.

THE BIG FIX

IN A WORD

Re: Derek Purcell's problem with line 1590 of the *EFIL* program. Although his confusion over zero and the letter 'O' might be the most likely and obvious reason for his difficulties, there is however another possible explanation which you did not mention.

If, by any chance, he was typing it in 128 BASIC, there is no way that line would ever have been accepted – even if he did get his 'O's and zeros right. It's all because of the statement LET OR=0. The 128 editor will not allow keywords to be used as variable names.

The solution would be, of course, to use 48 BASIC to enter such a line. Either that, or change the variable's name to something else throughout the program.

Miles Kinloch
Edinburgh

Hey, Miles, you're right! I knew that, of course, but just wanted to leave that open as a test to budding Spec Tecs. And you passed with flying colours. Well done, kid, you'll go far.

To clarify, it's possible that programs written in 48K BASIC may use words that 128K BASIC will find impossible to accept. Words that are the same as a BASIC keyword will be interpreted as such. I'm afraid that the only way around this is to steer clear of keywords that the Speccy uses. **Ad.**

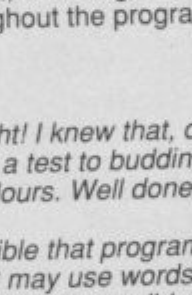
SPECIAL INVESTIGATION SOLVED

GRAPHICALLY SUPERIOR

I'm a bit of an ignoramus when it comes to the technical side of the Speccy. I love the games... boom, bam, sock, wham...

Anyway, the point I'd like to make is that the graphics on my 48K Speccy are pretty good, but if I got a 128K Speccy, would the graphics be any better?

Carys Jones
Wales



'Fraid you're way off the track. There's no improvement on the graphics side, but the 128K machines do have improved sound and more memory (some games make use of these extra features). **Ad.**

DON'T RUN, BOY

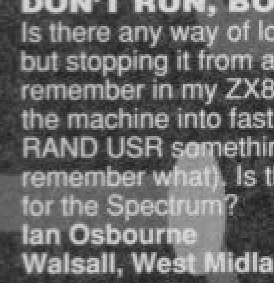
Is there any way of loading a program but stopping it from auto running? I remember in my ZX81 days you just put the machine into fast mode and entered RAND USR something-or-other (I can't remember what). Is there a similar routine for the Spectrum?

Ian Osbourne
Walsall, West Midlands

No big deal on the Speccy – it's easy as falling off a bar stool. Type MERGE "" instead of LOAD "". The program will load in the normal way and then break into BASIC to await your commands. **Ad.**

NO JOY

Adam, I have a problem. It's to do with my Spectrum +3, and it's annoying me quite a bit.



Not so long ago I bought a strange joystick interface for my +3. My friend gave me the idea of buying a Kempston interface, which I rushed home and plugged into the back of my computer. I made sure that everything was in order before switching on. Then when I switched the power on, there was a faint click and the red light on the computer went out. Also there was no picture on the TV, and there was a continual buzzing noise. So I took my +3 back to my local Comet store for them to repair it.

When I got it back, I connected the interface up again, switched on and the same thing happened. So back to Comet it went. When I collected the computer this time, there was a note stuck on the box saying 'Interface blowing computer – not returned'. So I didn't get the interface back. So much for the Kempston makers – I won't be taking my friend's advice again.

Anyway, at least my computer now works without the interface, but my problems aren't yet over. I get quite frustrated when playing arcade games. I don't like using the keyboard, and I find it hard to control them with the Sinclair joystick.

So please, please please can you help me? I will be most grateful and I may even send you a bar of chocolate or something through the post!

Wyn Gravelle
Camarthen, Dyfed

I think your problems with the interface were likely to be a one-off, so I don't think it's quite fair to blame Kempston or your friend.

If you don't like the Speccy joystick (and who does – it's about as usable as a beach ball on a bowling alley), you may find that an alternative stick is more to your liking. The Cruiser from Powerplay is a hit downtown at the moment. It comes with a special plug on the lead in addition to the normal one, making it compatible with the 128K Sinclair range. You'll find one hiding out at your local computer store.

If you already have a favourite joystick then you can buy a lead that will convert the +2/+3 to work with any standard joystick. Mail order supplier Turbosoft will let you have one for £3.99. Check 'em out at ***Turbosoft, Unit 6&7, Acacia Close, Cherrycourt Way Industrial Estate, Stanbridge Road, Leighton Buzzard, Bedfordshire LU7 8QE. Tel 0525 377974.*** **Ad.**

BUG OFF

Anyone out there who, like me, has *Artist II* for the +3 (or any disk-based computer) might want to know how to clear up the bugs in it. If you don't want to ruin your *Artist* disk, make a back-up of the file called "BASIC". Here goes...

To stop the disk running after use, insert RANDOMIZE USR 14495 before the RETURN in line 74 and 84, and before the run in line 99. (This, if you're interested, calls the ROM "STOP MOTOR" routine. If you don't have a +3, substitute PAUSE 0 for every RANDOMIZE USR 14495.)

If you haven't got an AMX Mouse, and you don't want to be asked after loading, erase line 98.

Verify doesn't work on a +3! Change line 92 to: 92 PRINT "INVALID COMMAND": RETURN (Line 94 isn't that much use to us now, so erase that too.)

Don't print from the *Artist II* (it usually crashes!). Instead save the screen to disk, reset, load the screen$ file and use the COPY command for the printout. On the other hand, Multiface 3 and *Multiprint* will do the job for you.

Roughly the same process will work on the *Sprite* program that comes with *Artist*.

James McConnell
Belfast

Thanks for the tips, kid. A few small fixes can make life so much easier. **Ad.**

IT'S A FAIR SWOP, GUV

After reading the *Spec Tec* article in the May edition of *Your Sinclair*, I felt it was only proper to come to the assistance of a fellow Spec-chum.

You may not know it, but, I run the SSSC Software Exchange Club, and in my line of business I come across many items of software no longer commercially available. Having seen George's letter, I found I have a copy of *Your Spectrum MegaBasic* which I am willing to part with.

I would be grateful if you could put me in touch with him so we could arrange a sale or exchange.

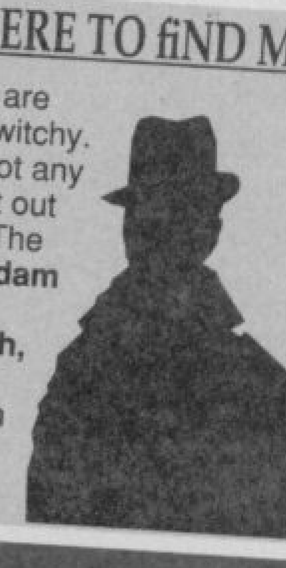
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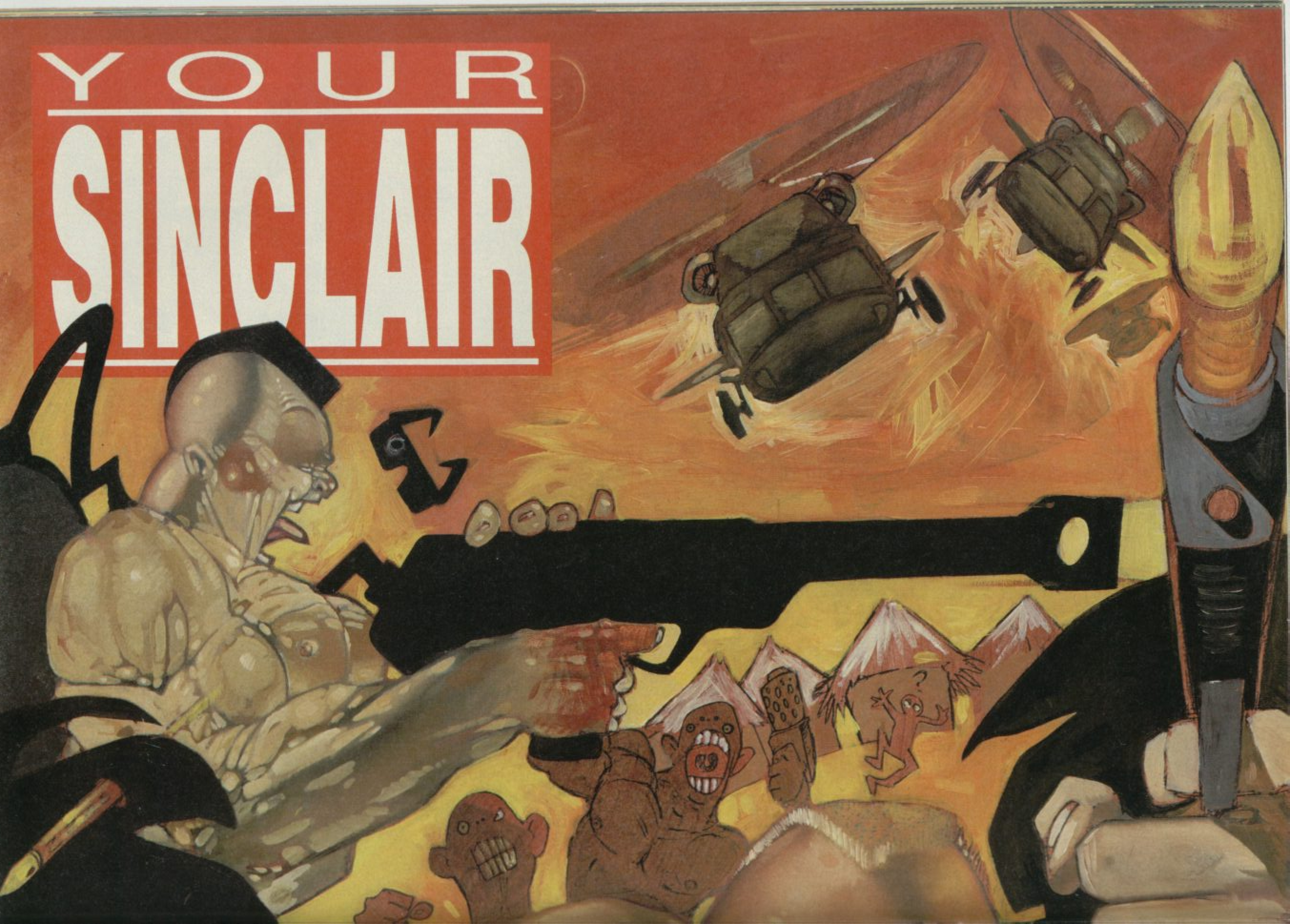


Sounds fair enough to me. You two should get together and strike up a deal between yourselves. Leave me out of it though – the less I know the better. Other readers desperate for some obscure outdated piece of software may want to give the Club a try too. **Ad.**

YOU KNOW WHERE TO fiND ME

Gotta go, those hoods are beginning to get a bit twitchy. Remember, if you've got any problems for me to sort out then send them on in. The address, as usual, is **Adam Waring, Spec Tec, 30 Monmouth Street, Bath, Avon BA1 2BW**. And that's it for now. So from here till the next time – stay outta trouble.




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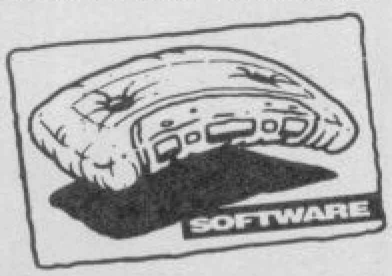
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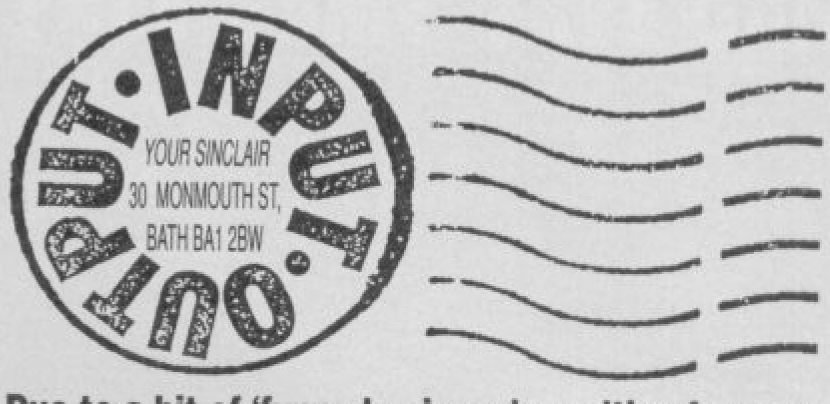
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■ Swop my *ESWAT* for your *Rainbow Islands* or *NARC*. **Ring Patrick after 6pm on 0946 831563.**
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YS 66

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■ Old *YS* mags for sale. **Phone Paul after 7pm Mon-Thurs on 041 812 6270.**

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POWER UP

Compilation

Ocean/£16.34 cass (yikes!) £19.99 disk

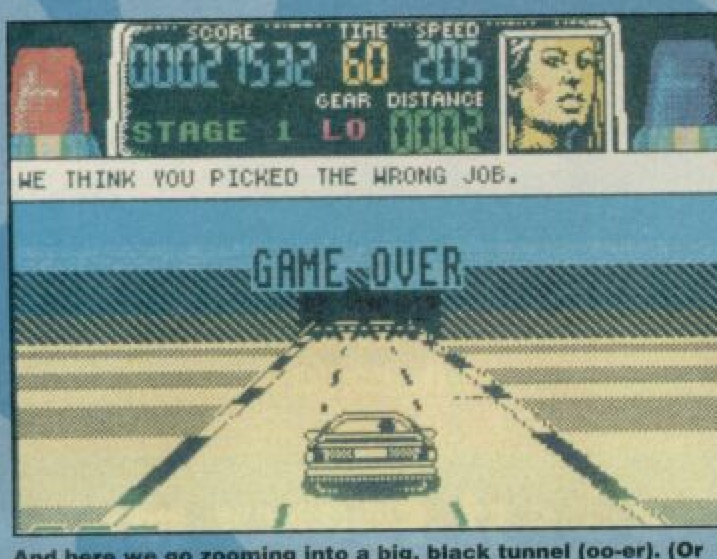


Linda A power-up, as every self-respecting Spec-chum knows, is something you pick up off the pavement to increase your energy. Thus it follows that if you buy this compilation you'll be bouncing all over the shop and be really keen to take up fencing or something. (Probably.) But let's take the risk anyway, eh?

Chase HQ

Megagamed at 94°, this is a classic driving game with a bit of a twist. Instead of just whizzing aimlessly down a road, you're actually a cop chasing criminals. There's a sort of mini monitor CB radio thing that tells you your missions (care of the beautiful Nancy back at base) and you get to drive a rather whizzo Porsche 928 that speeds incredibly quickly down a very nice smoothly-scrolling road. It's a game with real character (infinitely better than its sequel) and a lot of fun.

1991 Verdict: 92°



And here we go zooming into a big, black tunnel (oo-er). (Or at least we would be if he game hadn't just finished.)

Rainbow Islands

Everybody's favourite game of all time? Well, we'd certainly bet on it. That's right, kids, the cutest platform game of them all is back in town, so if you haven't already got it (welcome back to the planet earth) then now's your chance to get smart. There's loads of colour, loads of rainbows and some ladybirds. It's quite simply one of the greatest things ever invented and got a massive 94° back in April 1990. And we can't really say much more than that. (Other than I'll go one better than last year's score simply cos of the ladybirds.)

1991 verdict: 95° (phwoar!)



Ooh, gosh! This little chappie looks a bit flustered. (Cool it, man – get some karma!)

Turrican

Gosh, it only seems like yesterday since we were reviewing this spritely little corker (in fact, we Megagamed it back in August). *Turrican*'s an absolutley massive game (there are 5 worlds and 13 levels to travel through), with loads (and loads!) of

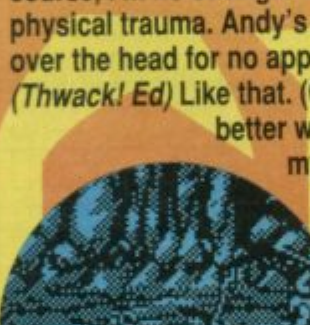
COIN-OP HITS II

Compilation

US Gold/£15.99 cass

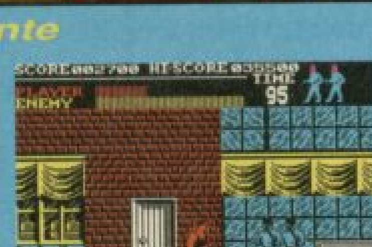


James Yikes. This compilation's got more violence in it than Gary Glitter's got sequins! Of course, I'm no stranger to extreme physical trauma. Andy's always hitting me over the head for no apparent reason. *(Thwack! Ed)* Like that. (Cough.) So what better way to release all my pent-up anger and frustration (but keep my job at the same time) than to get well and truly stuck into some serious Speccy GBH? Banzai!



Vigilante

Vigilante is pure martial arts beat-'em-up (along the lines of *Renegade*) and sees you jumping around New York trying to rescue Madonna. (Or someone with exactly the same name.) There are the usual fighting moves, and weapons to pick up, and stuff like that, and, er, that's about it really. The graphics are nothing special, and the colour clash can get a bit severe at times, but overall it's just about fast enough to keep your interest up.

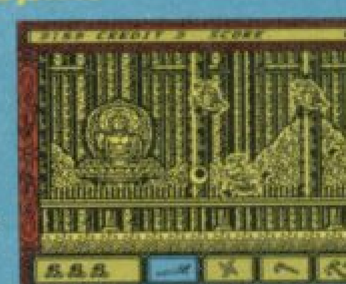


Oh no – yobs on the loose! Look, er, just take the money, will you? Go and buy yourselves a couple of lollypops or something.

1991 Rating: 69°

Ninja Spirit

By some weird coincidence, *Ninja Spirit* also sees you with 2 characters, only this time one is literally a shadow of the other, doing exactly what the first one does. They both wander around the mazy dungeony-type castle hacking and slashing at the dozens of mystical warriors who toddle up bravely to get their heads cut off.



Good lord. Can't see a thing. Looks a blizzard in an Indian takeaway! (Ho hum.)

The combat and movement is nice and zappy but it lets itself down by having a very, very confused background. This is a pity, because otherwise the game would be perfectly good fun to play.

1991 Rating: 71°

THE VOICE OF REASON

The other day we heard a rustling in the *YS* bushes (behind the shed) and went out to investigate. The noise seemed to be coming from a hole in the ground, and, as we approached, who should suddenly jump out of it but Arnold Schwarzenegger. Spook! After recovering from the initial shock of finding himself in south-west England (and not Southern California where he'd been filming an action scene for the forthcoming *Terminator 2*), he accepted our gracious offer of a cup of tea, and gave us this second opinion on *Coin-Op Hits 2*. Over to





The Speccy's never had it so good – just look at all this colour in *Turrican*! (Pass the sunglasses, someone!)

secret bonus rooms and hidden power-ups dotted around the place. The gameplay's as addictive as a tin of chocolate-coated Hobnobs, but where it really knocks you for 6 is in the graphics dept. They're quite simply incredible. And the sequel's on its way even as we speak.
1991 Verdict: 90°

X-Out

Aliens have infested our oceans and it's your job to go and kill them all. Simple really. *X-Out* is a horizontally-scrolling shoot-'em-up with 8 levels and lots of pretty sub-aqua views. Basically it's *R-Type* meets Jacques Cousteau, and although none the worse off for that it's obviously not quite as good. We gave it 84° in March last year. That looks a bit generous one year later so we'll deduct a couple of points for its slight lack of excitement.
1991 Verdict: 82°

Altered Beast

An Activision original in which you play a chap brought back from the dead to save some bod's daughter. You start off as a normal-looking chap but metamorphose into a flying dragon, a blue bear and a golden werewolf along the way. But don't worry, it's just a stage you're going through (ho ho!). It's got colour, it's got action, it's got speed. But it's a bit hard to really see what's going on. We gave it 80° at the end of '89, which is perhaps a bit unfair. A very competent beat-'em-up with some appealing bits. That's what I'd say.
1991 Verdict: 83°

And there we have it. A super-stonker compilation if ever we saw one! Usually, you get a couple of duds with these things, but *Altered Beast* and *X-Out* are well above par. And the other 3 are total classics. Ocean have obviously gone out of their way to release a premium compilation and this is just about as good as you can get. An incredible bargain then if (by some incredible spook) you haven't got any of them.

YS MEGAGAME



What's this then? A space colony? A hotel? I've no idea – but it's in *X-Out* whatever it is!



So you think you're hard enough, do you, Mr Altered Beast? Well, I'll show you what for!

finalverdict

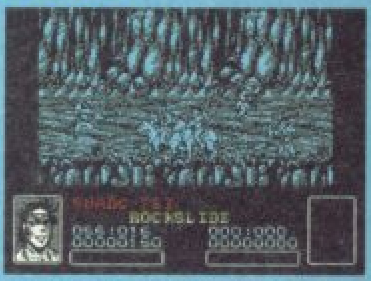
LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS	INSTANT APPEAL
89°	87°	90°	90°

DIAGNOSIS
An absolutey truly scrumptious compilation. 3 incredibly good Megagames and a couple of other nice things

90°

Dynasty Wars

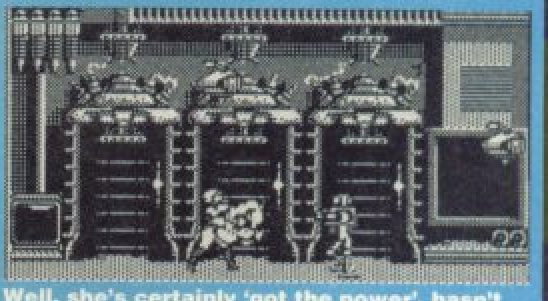
A funny one. It sets you up as one of a clan of oriental horseriders trying to wipe out an empire of nasty, evil warriors. They're nicely drawn, giving a sort of Japanesey feel to the whole thing, but they're too small and tend to get confused (like *Ninja Spirit*) in battle. The combat itself is unsatisfying because you've got to hold down Fire to put more aggressiveness into each blow, and then you find that it's really easy to kill everybody by just sliding around the screen from side to side. But strangely, it's also a game you'd quite like to get to the end of. Again, showing its age, but endearing.
1991 Rating: 80°



And here's another crap 'Pass the binoculars' screen. (Looks like we're under underwater!)

Hammerfist

Hammerfist is very much in the *Last Ninja 2* mould. It's about some bloke who shoots a big gun and a girl who jumps quite high in the air who together take on the cyberpunk establishment of the future. You control first one character and then the other, according to which suits the particular situation. There are some well-funky graphics and a fair bit of puzzle-solving to do, and, all in all, it's fast-paced, highly addictive and generally pretty spookalicious.
1991 Rating: 87°



Well, she's certainly 'got the power', hasn't she?

Ghouls 'n' Ghosts

This is better. No Japanese street-fighting here. Just simple, easy-peasy ghost killing. You play Arthur, picking up weapons and points as you wend your way towards a large castle. Undead people burst up out of the ground, terrifying vultures swoop down, and trapdoors open and close with little or no warning.

G'n' G is a lot of fun. It's got simple, clear graphics, and a good mix of puzzles and tricks to keep your interest from flagging. There are nice touches of humour too, like the wizard chappie who turns you into a duck when you shoot him. It is getting old and lacks the sort of novel twists you see in the best shoot-'em-ups, but still manages to carry itself extremely well.
***YS* Rating: 82°**



Crikey! Lots of horrible hobgoblin thingies are jumping out of the ground to kill me! Better stop 'em with my nifty dagger-throwing party trick, eh? That'll show 'em!

Oh dear. Didn't quite have the punch I was looking for, that. None of the games are classics, and time hasn't been too kind to them, but then again they're not totally crap either. The only trouble is I'm still feeling incredibly violent. *(Thwack! Ed)* And I think I'm about to go and lose my job...



you, Mr Schwarzenegger.

Oh. Where iz diz Spegdrum compooda den? Oh, yez. I zee it. Vigilante, it haf loz of violenze. Iz good becoz, you know, violenze, is qvite impordant. Is good. Hammerviz? Diz Metaliziz girl I like. She very strong. You have her addrez? Hur hur. Dere izn't enuv violenze in Ninja Zpirit. No. I cannot zee what iz going on eider. Ghoulz 'n' Ghosts is not zo good neider. How you kill ghoz? Uh? Und dis Dynasty Varz? Pah! Horze-riding is für girls und big drinks of water. I eat zem for breakfaz. Where's my Uzi 9 millimeder? I'll be back!

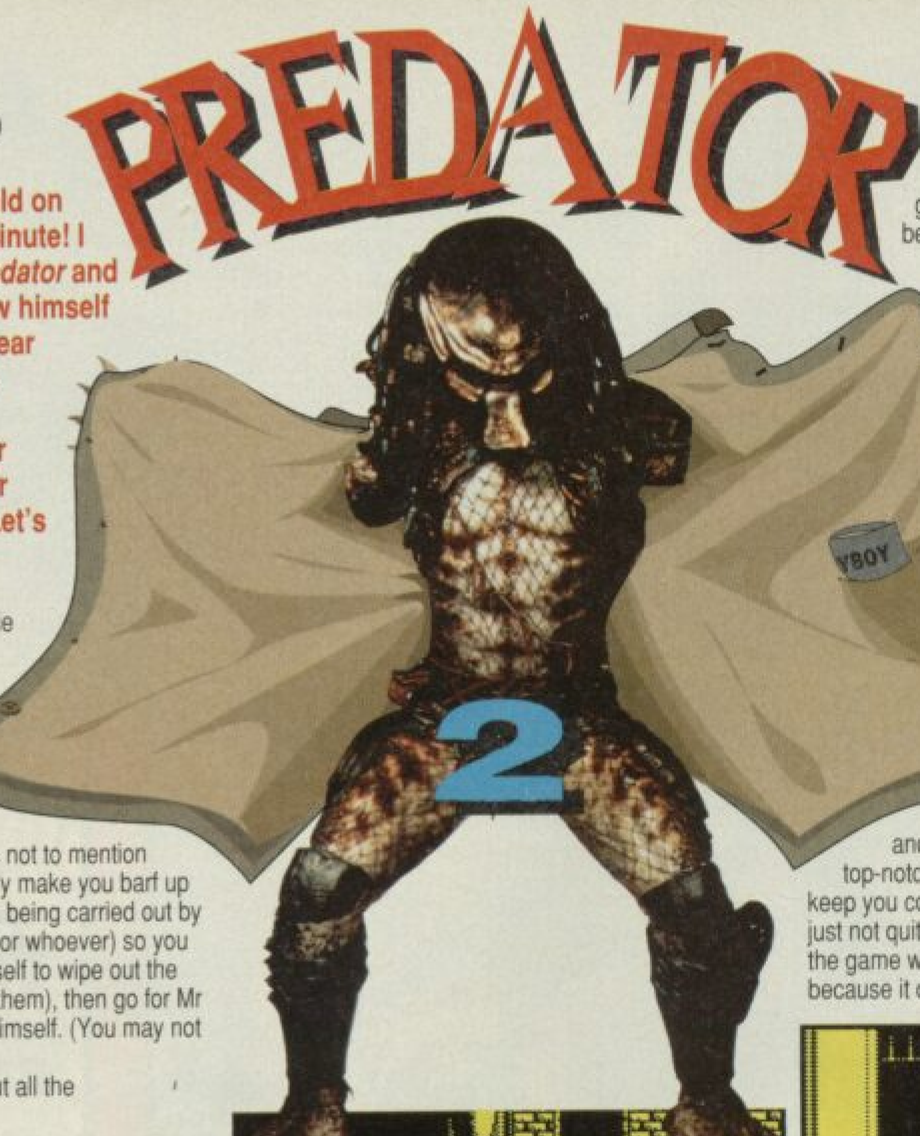
And with that he disappeared back down the hole again.

finalverdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS	INSTANT APPEAL
75°	79°	75°	77°

DIAGNOSIS
A compilation of 5 generally alright (and very violent) games. Just teeters above average.

78°



PREDATOR 2

Image Works/£10.99 cass/£14.99 disk



James Just hold on one blimmin' minute! I went to see *Predator* and I'm sure he blew himself up at the end with that nuclear bomb thing strapped to his wrist. So how come he's returned? Is this his brother instead? His best friend? Or maybe his mum? (Cripes! Let's hope not – you know what mums are like!)

Anyway, in *Predator 2* (the movie and Speccy game) the action's jumped into the future to 1995 Los Angeles (or LA to those of us who've been there, hem hem).

There's a rather unpleasant drug war going on between some Jamaicans and Colombians, not to mention lots of hideous murders that'd really make you barf up your supper. These are, of course, being carried out by our pal, the Predator (or his mum, or whoever) so you (a cop) basically take it upon yourself to wipe out the drug-war people (all 1.3 million of them), then go for Mr Particularly Horrible Space Alien himself. (You may not be Arnie but you still fancy yourself as a bit of a hard-nut all the same.)

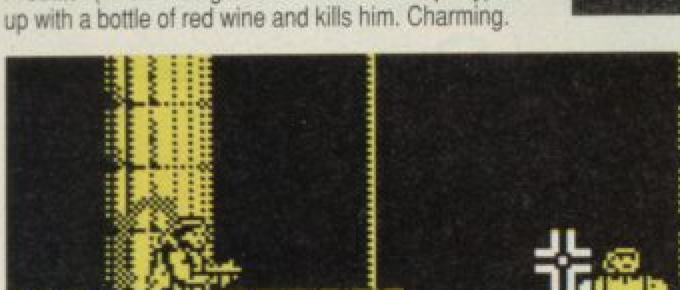
Blam!

So how does the game actually work then? Well, pretty much along the lines of *Op Wolf* really. You're stuck in the middle of a sideways-scrolling screen, shooting all the drug peddlers who run on from both sides and try to shoot you back. Extra ammo packs are littered around, as are increasingly better weapons (high-power rifles and, later on, rather evil machine guns) and medical packs (which reduce the amount of damage you've taken).



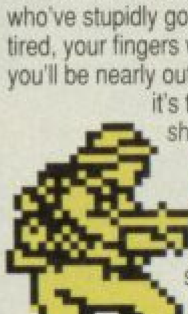
Not that we should forget old friend Mr Pred of course. He's got the rather natty trick of turning himself invisible, but whenever you see his toddling outline and start shooting at him he sends out some Spiderman-type webs which stop the bullets. (At this stage you haven't got the power to kill him, and he doesn't seem too bothered about killing you, so it's best to just ignore the dude for the time being and get on with laying out all those drug-heads.)

Blast your way through that first street level and you earn yourself a pleasant rest in a Colombian Drug Baron's penthouse apartment. Well, actually you don't, because you still need to keep blasting people away as you try to reach the Baron to question him before the Predator (who's also got an invitation to the party) turns up with a bottle of red wine and kills him. Charming.



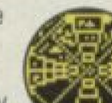
These spider-webs protect the 'Pred' when you shoot him.

Then you've got to chase off after him down the subway, and finally into the 'Slaughterhouse'. Hundreds of wasted human lives later (after you've tried to rescue a bunch of FBI men who've stupidly got inside), you'll be tired, your fingers will be blistered and you'll be nearly out of ammo. And then it's time for the big showdown.

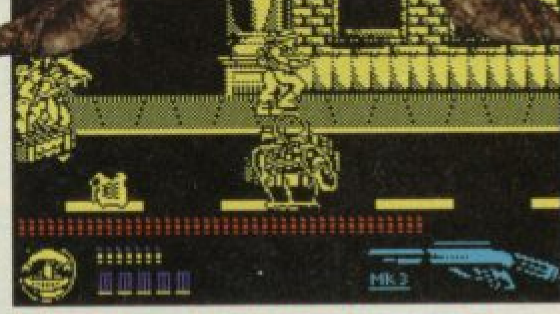


Slugs

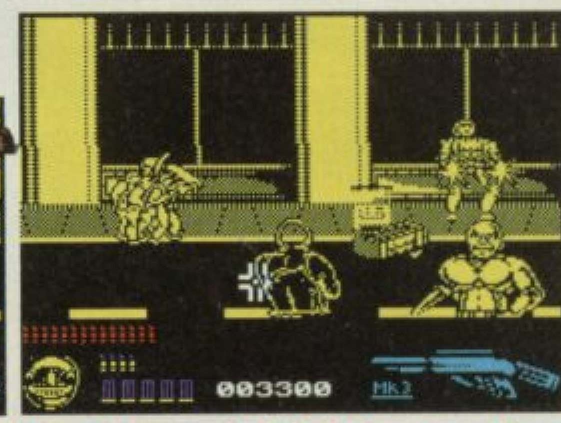
The trouble with *Predator 2* is that it's simply not quick enough. The controls don't react well and the action moves sluggishly (which actually makes it quite a hard game to beat – the first level is the largest of the 4 and goes on forever). It's probably because I'm such an old *Op Wolf* veteran, but if you're going to have a game that looks so similar then you're asking for trouble if it pales to something approaching deathly white in comparison.



It certainly looks exciting – the screens get crowded with action (but are never so higgledy-piggledy that you can't see what's going on) and it makes quite a nice job of creating LA in 1995 (although what sort of a rubbish dump it'll really be in by then doesn't bear thinking about!). But when it comes down to it, *Predator 2* hasn't got the speed and snazz to bring it up to the dizzy heights of top-notchdom. It's still playable, and hard enough to keep you coming back for more, but for me (sigh) it's just not quite there. The movie'll probably be a hit, and the game will go the same way. Which is a shame because it doesn't *quite* deserve to.

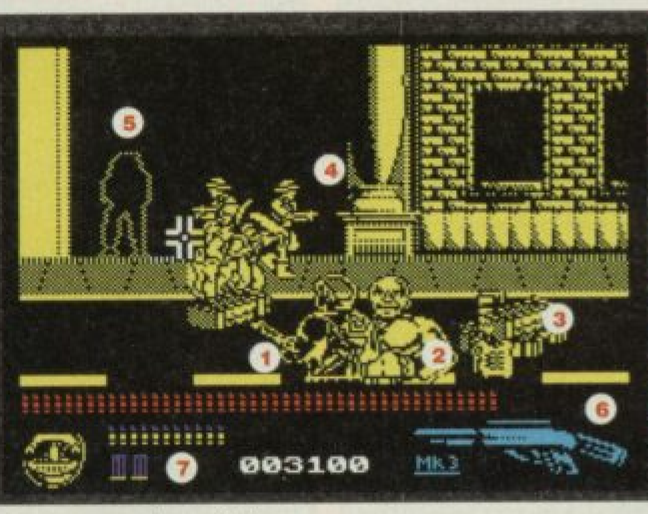


Better not shoot the innocent passers-by!

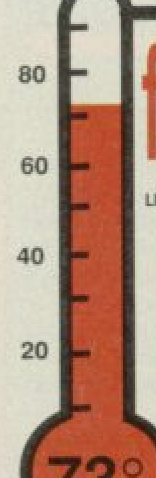


Mmm. I wonder what's in that crate over there.

And here are all those goodies and baddies and power-ups and parking meters in full...



1. You. (Or me.)
2. A drug-runner trying desperately to beat you up.
3. Extra ammo pods.
4. More drug-type people running about trying to pop your clogs.
5. The Predator (blimey!).
6. Your current weapon.
7. The amount of ammo you've got left.



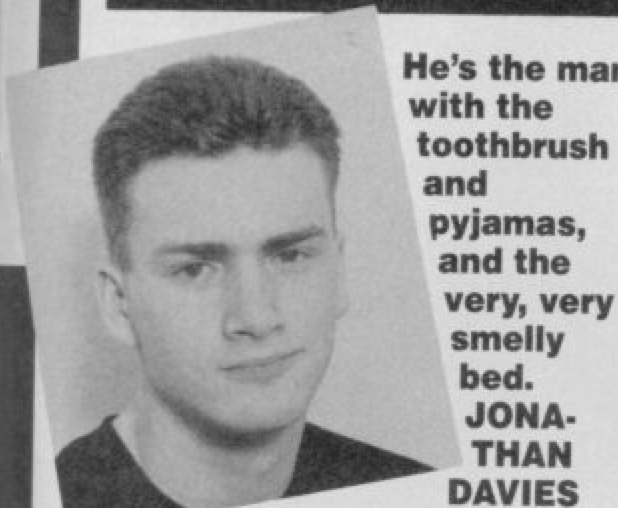
finalverdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS	INSTANT APPEAL
77°	76°	71°	70°

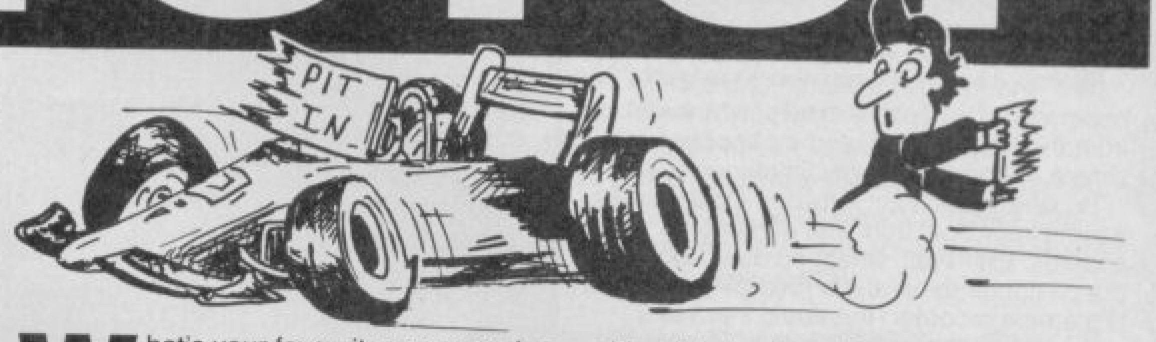
DIAGNOSIS

A big film licence carrying an otherwise unspectacular *Op-Wolf*-ish shoot-'em-up.

PROGRAM PITSTOP



He's the man with the toothbrush and pyjamas, and the very, very smelly bed. **JONATHAN DAVIES** rubs his eyes and says "Oh no, not again".



What's your favourite programming environment? Do you feel more comfortable with the curtains drawn, all the lights turned off, the brightness turned up on the telly and the collar turned up on your anorak? Or are you the get-it-all-out-in-the-open type – your Spectrum laid out on the patio, shades perched on the end of your nose and an elaborate cocktail sitting comfortably to one side of the keyboard?

However you prefer it, you're bound to take a liking to this month's pair of rather good programs. Secondly there's an original, useful and wholly corkendous listing called *Timecode*, from **Ton Mutsaers**, but before that here's a demo to go with **Paul Dias**'s *WindowX* (which you may well have typed in last month). I suggest you read on.

WINDOWX

by Paul Dias

Here, as promised, is the demo to go with the *WindowX* program featured in last month's Pitstop. A thorough perusal should reveal plenty of hot tips on how to create the smartest windows around. For example, a UDG is defined in line 110 to add a touch of class to menus. That sort of thing. Being a mere demo the program doesn't really do a great deal, but it looks dead impressive all the same.

You will, of course, need to have run last month's program before you attempt to use this one.

The Demo

```
  10 REM ** WINDOWX DEMO 1.5 **
  20 REM **    BY PAUL DIAS   **
  30 REM
  40 CLEAR 55069: DIM a$(12): PO
KE 23658,0
  50 REM ++ Function defs. ++
  60 DEF FN d(p,q,c)=USR 62000
  70 DEF FN w(y,x,d,w,c,t,b)=USR
 62003
  80 DEF FN s(s,m)=USR 62006
  90 DEF FN r(m,s)=USR 62009
 100 REM ++ Set up UDG ++
 110 FOR a=0 TO 7: POKE USR "a"+
a,1: NEXT a
 120 REM ++ Set up screen ++
 130 BORDER 0: PAPER 7: INK 0: C
LS : PAPER 8
 140 LET a=FN d(170,85,56)
 150 PRINT AT 0,0,,AT 0,2;"File"
;AT 0,8;"Goodies"
 160 PLOT 0,175: DRAW 0,-1: DRAW
 1,1: PLOT 255,175: DRAW 0,-1: D
RAW -1,1
 170 REM ++ "Help" Window ++
 180 LET a=FN w(3,3,16,26,48,2,1
)
 190 PRINT AT 3,13;" Help ";AT 6
,5;"WindowX - Demo Program"
 200 PLOT 84,116: DRAW 15,15
 210 PRINT AT 9,6;"Written By Pa
ul Dias";AT 10,5;"February 1991,
 for YS.";AT 12,8;"Choose a menu
 by";AT 13,6;"pressing key 1 or
2.";AT 15,4;"Then use Q and A to
 move";AT 16,6;"highlight, and E
nter";AT 17,6;"to select an opti
on."
 220 REM ++ Get a keypress ++
 230 LET i$=INKEY$: IF i$<"1" OR
 i$>"2" THEN  GO TO 230
 240 REM ++ Handle menus ++
 250 LET a=FN s(1,1): LET a=FN s
(2,2)
 260 IF i$="2" THEN  GO TO 340
 270 REM ++ Menu 1 ++
 280 PRINT AT 0,0; OVER 1;CHR$ 1
44; OVER 0; INVERSE 1;" File "
 290 LET a=FN w(1,1,9,12,56,0,1)
 300 PRINT AT 2,2;"New...";AT 3,
2;"Open...";AT 4,2;"Save as...";
AT 5,2;"Save";AT 6,2;"Print";AT
7,2;"About...";AT 8,2;"Quit"
 310 LET opt=7: LET x=1: GO SUB
450
 320 IF sel<7 THEN  GO TO 390
 330 CLS : STOP
 340 REM ++ Menu 2 ++
 350 PRINT AT 0,6;CHR$ 144; INVE
RSE 1;" Goodies "
 360 LET a=FN w(1,7,7,12,56,0,1)
 370 PRINT AT 2,8;"Puzzle";AT 3,
8;"Magnifier";AT 4,8;"Notepad";A
T 5,8;"Clock";AT 6,8;"Calculator
"
 380 LET opt=5: LET x=7: GO SUB
450
 390 REM ++ "Apology" window ++
 400 LET a=FN s(1,1): LET a=FN s
(2,2): LET a=FN s(3,3)
 410 LET a=FN w(8,7,15,24,40,2,1
)
 420 PRINT AT 8,15;" Apology ";A
T 10,8;"Sorry!";AT 12,8;"This op
tion is not";AT 13,8;"working at
 the moment.";AT 17,8;"This spac
e for rent...";AT 21,8;"Hit Ente
r to continue."
 430 IF INKEY$<>CHR$ 13 THEN  GO
 TO 430
 440 LET a=FN r(1,1): LET a=FN r
(2,2): LET a=FN r(3,3): GO TO 23
0
 450 REM ++ Select option ++
 460 LET sel=1
 470 GO SUB 530
 480 LET i$=INKEY$: IF i$<>"q" A
ND i$<>"a" AND i$<>CHR$ 13 THEN
 GO TO 480
 490 IF i$=CHR$ 13 THEN  FOR a=1
 TO 6: GO SUB 530: NEXT a:  LET
a=FN r(1,1): LET a=FN r(2,2): RE
TURN
 500 IF i$="q" AND sel>1 THEN  G
O SUB 530: LET sel=sel-1: GO TO
470
 510 IF i$="a" AND sel<opt THEN
 GO SUB 530: LET sel=sel+1: GO T
O 470
 520 GO TO 480
 530 PRINT AT sel+1,x; OVER 1; I
NVERSE 1;a$: RETURN
```

TIMECODE

by Ton Mutsaers

This month's £50-winner will appeal to anyone who's into messing about with multi-track tape recorders, VCRs and (mainly) mixtures of the 2. It's been written by Ton Mutsaers, who hails from the Netherlands, and it's spookily simple but breathtakingly ingenious.

So what does it actually do? Quite simply, it turns your Spectrum into a 'real-time counter'. Eh? Well, what you do is connect the computer to an audio recording medium, like a tape recorder, the audio input of a video recorder or anything like that and it'll record a series of time codes onto it. When you replay them the computer will pick up exactly where the tape is and display its position (in hours, minutes and seconds) on the screen. So it works a bit like a tape counter, only it's much more precise and a jolly sight more versatile. You'll be able to use it for synchronising multi-track recordings, getting audio and video signals lined up properly, all sorts of things. The only limit (as so often seems to be the case) is your imagination. You'll also find that the numbers are printed in nice, big letters on the screen, so with the help of some suitable technology you could superimpose them onto something else. (If you want.)

So all that stands in your path now is the interminably long hex dump below. Before you tackle that however (and wait 4 weeks for us to get round to printing the end of it), type in the Basic bit and save it onto a tape with SAVE "timecode" LINE 9050. Then, using the Hex Loader (of which I've slightly modified line 230 as I don't think it'll work with this program otherwise), type in the hex dump remembering not to type in any of the spaces – they're there purely for readability. Type STOP (Symbol Shift and A) when you reach the end to save the code after the Basic part. When you reload and run the program you should be presented with a couple of options – Record and Play. Play isn't much use until you've recorded something, so do that first. Simply start recording on your cassette recorder/video/whatever and press the key. Time codes will be recorded (starting at 0) until you press Space. Run the program again, rewind the tape and select Play. When you play the tape the computer will pick up the codes and display the point it's at.

Various things can be tweaked, such as the time between codes (which is normally one second), the responsiveness of the program to picking up codes and the format of the display.

Basic Bit

```
 10 REM
   **************************
   * TIMECODE               *
   *  Ton Mutsaers          *
   * the Netherlands        *
   * 15-7-1990              *
   *                        *
   * SAVE RUN 9000          *
   **************************
 20 GO TO 9999
 30 REM ____________________
without loadstripe, white border
and paper with black charakters
enter RUN 100
________________________________
black border and paper with whit
e charakters enter RUN 1000
________________________________
with loadstripe enter RUN 50
________________________________
  50 POKE 65079,230: POKE 65080,
7: POKE 64917,15: GO TO 9999
 100 BORDER 7: PAPER 7: INK 0: P
OKE 65079,62: POKE 65080,7: POKE
 64917,15: GO TO 9999
 200 REM   change clock speed
 210 REM    1 second = 1552
 220 REM  0.5 second = 750
 230 RANDOMIZE 1552: POKE 64805,
PEEK 23670: POKE 64806,PEEK 2367
1
 240 STOP
 250 REM change LEADER reaction
 260 REM       Normal is 100
 270 REM Low number = inc. speed
 280 RANDOMIZE 100: POKE 64940,P
EEK 23670: POKE 64941,PEEK 23671
 290 STOP
1000 BORDER 0: PAPER 0: INK 7: P
OKE 65079,62: POKE 65080,0: POKE
 64917,0: GO TO 9999
9000 SAVE "TIMECODE" LINE 9050:
POKE PEEK 23631+256*PEEK 23632+2
,181: SAVE "ctk"CODE 64443,1093
9010 PRINT AT 10,12; FLASH 1;"VE
RIFY": VERIFY "TIMECODE": VERIFY
 "ctk"CODE
9020 PRINT AT 10,12;"--OK--": ST
OP
9050 BORDER 7: PAPER 7: INK 0: C
LEAR 64442: LOAD "ctk"CODE
9999 RANDOMIZE USR 64595
```

Hex Loader

```
  10 REM General Hex Loader
  20 POKE 23658,8
  30 INPUT "Start Address: ";sta
rt
  40 POKE USR "a",INT (start/256
): POKE USR "a"+1,start-256*INT
(start/256)
  50 CLEAR start-1
  60 LET start=256*PEEK USR "a"+
PEEK (USR "a"+1)
  70 INPUT "File Name: "; LINE f
$
  80 LET q=start
  90 LET cs=0
 100 PRINT AT 0,0;"Address ";q
 110 INPUT (q);": "; LINE a$
 120 IF a$=CHR$ 226 THEN  GO TO
320
 130 IF LEN a$<>16 THEN  GO TO 3
70
 140 LET f=0: FOR j=1 TO 16
 150 IF (a$(j)<"0" OR a$(j)>"9")
 AND (a$(j)<"A" OR a$(j)>"F") TH
EN  LET f=1
 160 NEXT j
 170 IF f=1 THEN  GO TO 370
 180 FOR n=0 TO 7
 190 LET y=CODE a$(1)-48: IF Y>9
 THEN  LET y=y-7
 200 LET z=CODE a$(2)-48: IF z>9
 THEN  LET z=z-7
 210 LET va=16*y+z
 220 LET cs=cs+va
 230 IF q+n<65536 THEN  POKE q+n
,va
 240 PRINT AT 2,n*3;a$( TO 2)
 250 LET a$=a$(3 TO )
 260 NEXT n
 270 INPUT "Checksum: "; LINE a$
 280 PRINT AT 2,25;a$
 290 IF VAL a$<>cs THEN  GO TO 3
70
 300 CLS
 310 LET q=q+8
 315 GO TO 90
 320 CLS : PRINT '"REMOVE EAR LE
AD, THEN START TAPEAND PRESS ANY
KEY TO SAVE CODE"
 330 PAUSE 0: POKE 23736,181: SA
VE f$CODE start,q-start
 340 CLS : PRINT "VERIFYING..."
 350 VERIFY f$CODE
 360 CLS : PRINT "OK.": PAUSE 0:
STOP
 370 PRINT AT 15,0;"ERROR": BEEP
.1,-20: GO TO 90
```

Hex Bit

```
64443 00 00 03 07 02 E9 FE F8 =747
64451 AB D1 DF B2 8A 8B 8C 9E =1356
64459 9A 8D 8C DF AC B0 B9 AB =1362
64467 A8 BE AD BA E9 FA F2 CE =1648
64475 DF AD BA BC B0 AD BB E9 =1539
64483 F8 F2 CD DF AF B3 BE A6 =1628
64491 E9 FA F2 DF DF DF DF DF =1840
64499 DF DF DF E9 F8 F2 DF DF =1838
64507 DF DF DF DF E9 FA F5 AD =1793
64515 BA BC B0 AD BB DF E9 F3 =1609
64523 F2 D1 DF DF DF DF D1 E9 =1785
64531 F2 F4 7C 7C D1 7C 7C 7C =1315
64539 7C D1 7C 7C 7C 7C E9 F3 =1305
64547 EA 6F 6E E9 F2 EA 6D 6C =1381
64555 E9 F3 EC 6F 6E E9 F2 EC =1644
64563 6D 6C E9 F3 EF 6F 6E E9 =1386
64571 F2 EF 6D 6C E9 F3 F1 6F =1526
64579 6E E9 F2 F1 6D 6C E9 F3 =1519
64587 F4 6F 6E E9 F2 F4 6D 6C =1401
64595 CD AF 0D 3E 02 CD 01 16 =685
64603 06 2B 21 C0 FB 7E 2F D7 =913
64611 23 10 FA 01 FE F7 ED 78 =1160
64619 CB 47 28 08 CB 4F CA 2A =848
64627 FD C3 66 FC 11 BC FB 21 =1291
64635 BB FB 36 00 01 04 00 ED =734
64643 B0 3E 02 CD 01 16 06 1E =504
64651 21 EB FB 7E 2F D7 23 10 =958
64659 FA CD D9 FC 3E 16 D7 3E =1285
64667 05 D7 3E 11 D7 3A BB FB =1010
64675 16 30 82 D7 3E 3A D7 3A =808
64683 BC FB 16 30 82 D7 3A BD =1101
64691 FB 16 30 82 D7 3E 3A D7 =1001
64699 3A BE FB 16 30 82 D7 3A =972
64707 BF FB 16 30 82 D7 DD 21 =1111
64715 BB FB 11 05 00 3E FF 37 =832
64723 CD 20 FD C3 94 FC 3A BF =1334
64731 FB 3C 32 BF FB FE 0A C0 =1259
64739 AF 32 BF FB 3A BE FB 3C =1226
64747 32 BE FB FE 06 C0 AF 32 =1168
64755 BE FB 3A BD FB 3C 32 BD =1238
64763 FB FE 0A C0 AF 32 BD FB =1372
64771 3A BC FB 3C 32 BC FB FE =1300
64779 06 C0 AF 32 BC FB 3A BB =1107
64787 FB 3C 32 BB FB FE 0A C0 =1255
64795 AF 32 BB FB C9 21 3F 05 =965
64803 E5 21 10 06 C3 D0 04 CD =896
64811 AF 0D 3E 02 CD 01 16 06 =486
64819 18 21 09 FC 7E 2F D7 23 =741
64827 10 FA DD 21 BB FB 11 05 =980
64835 00 3E FF 37 CD 90 FD 3E =1036
64843 02 CD 01 16 21 BB FB CD =906
64851 48 FE E5 21 49 FC CD 3F =1181
64859 FE E1 23 CD 48 FE E5 21 =1307
64867 3F FC CD 3F FE E1 23 CD =1302
64875 48 FE E5 21 35 FC CD 3F =1161
64883 FE E1 23 CD 48 FE E5 21 =1307
64891 2B FC CD 3F FE E1 23 CD =1282
64899 48 FE E5 21 21 FC CD 3F =1141
64907 FE E1 C3 3D FD 14 08 15 =1037
64915 F3 3E 0F D3 FE 21 3F 05 =886
64923 E5 DB FE 1F E6 20 F6 02 =1243
64931 4F BF C0 CD 21 FE 30 FA =1252
64939 21 64 00 10 FE 2B 7C B5 =751
64947 20 F9 CD 1D FE 30 EB 06 =1058
64955 9C CD 1D FE 30 E4 3E C6 =1180
64963 B8 30 E0 24 20 F1 06 C9 =972
6497. CD 21 FE 30 D5 78 FE D4 =1339
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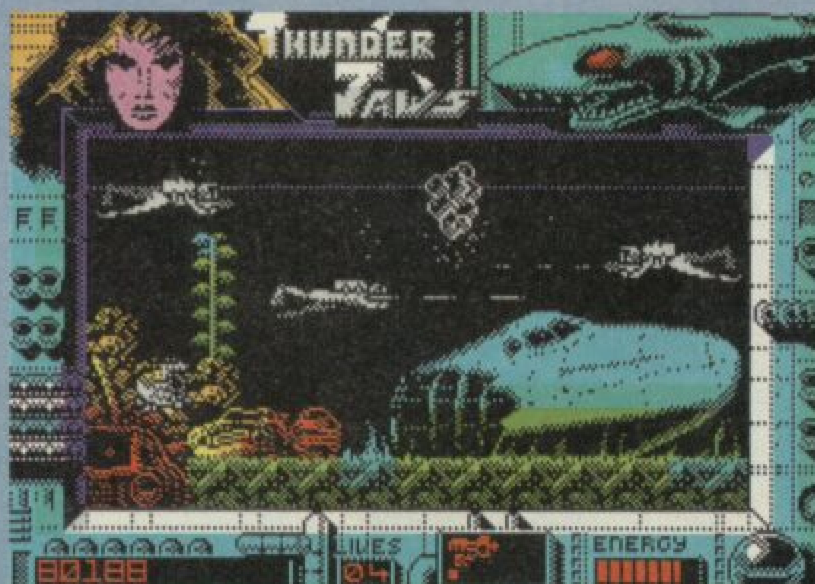
Continued next month...

ENOUGH

That just about wraps things up for this month. (I hope.) If fame and fortune (well, £50 or a *YS* badge) sound like your cup of tea, send a copy of your pride and joy on a tape or a disk to me at Program Pitstop, *Your Sinclair*, 30 Monmouth Street, Bath BA1 2BW.

THUNDERJAWS

To do some background research on Domark's new underwater shoot-'em-up, we chucked JAMES LEACH into the sea. "But I can't swim!" he told us. We threw him a Polo painted orange for buoyancy. Three days later he was dredged up with 4 tons of Icelandic cod and this story to tell...



Oh no! I'm surrounded by baddies! Better get out my trusty harpoon-firing thingy and shoot them, eh? Er, whoops. (Missed.)

This deep sea diving lark looks a cinch. I mean it's not even as if you have to hold you breath or anything – you can breathe from a tank on your back. In fact, some divers have 2 tanks, one containing air and the other probably filled with a soft drink, like Tizer or Vimto. So it's just like being at home, really. Er, except when there are lots of horrible man-eating sharks around (trying to locate that tantalising Tizer smell in the water).

And that's exactly what there are in *Thunderjaws*, yet another of Domark's Tengen coin-op conversions. The plot isn't overly complicated. In fact, it's a bit like one of those Bond movies, where he's got to swim to Mr Incredibly-Big's secret hideout (which is usually about the size of an underwater Milton Keynes, and so not very secret at all), fight hundreds of guards, then blow everything up and swim back to England, while snogging some pretty girlie who's fallen for his sexist charm.

Anyway, what we have here is a pretty similar scenario. The game is a horizontally-scrolling right-to-left shoot-'em-up, with sections taking place in the water as well as in various dry (but still undersea) locations. In the swimming sections you can move in 8 directions, but the manoeuvrability is, as you'd expect from somebody a hundred fathoms down, a bit sluggish. But when you get into the walking-around bits, your reaction times speed up again, so in effect you can kill more people faster.

The game alternates between these 2 bits, and the methods for tackling them differ quite a lot. The dry sections demand a lot of platform-game skills but when you're in diver mode you've got to plan all your moves ahead to take into account the water (and your slowness).

And how many levels are there? Um, well, quite a lot, actually. They're quite difficult to count because there are several sub-levels within each 'proper' one. But they can be roughly divided up into the following...

LEVEL 1

You start off somewhere in a large ocean, with an oxygen tank, flippers and a poxy little harpoon gun to protect you. Swim along to the right and before you've had any time to enjoy the spooky sub-aqua views, some sharks appear. When hit, they let out clouds of blood and drop to the sea bed. After a while you come to a ferocious end-of-level guardian. Beat it and you reach a doorway, giving you access to an airlock and the first huge underwater complex.

LEVEL 2

Right. You quickly drop all the scuba gear and, if you can find one, pick up a flame-thrower. This comes in pretty handy when a load of guards suddenly attack from above and the side. You have to leap from ground level to various catwalks to avoid them (all the while burning them to a crisp) and then proceed further. Then there's another end-of-level nasty to be despatched before rescuing 2 helpless girls tied up by the baddies.

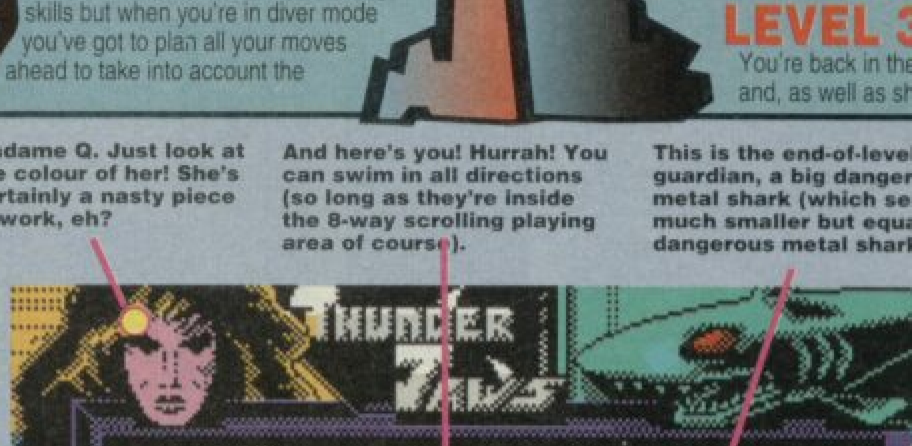
LEVEL 3

You're back in the wetsuit now and, as well as sharks and

BUT WHAT'S THE PLOT?

Well, as mentioned earlier, *Thunderjaws* is a bit James Bond-ish. Basically there's a big baddie called Madame Q. She's half-human and half-estate agent (or something), and has hatched a fiendish plan to take over the world (or at least the world's oceans) by building an army of cyborgs. Cyborgs, for those who don't know, are CYbernetic ORGanisms – part living human being, part machine. She's managed to build a load of (rather crap) guards and some dogs with metal heads. But her pieces de resistance are the end-of-level guardians. There's a big mechanical shark, a Kong beast, a gun capsule and a group of cameras linked to a laser gun. And last but not least there's Madame Q herself. She's a tough old cookie, but if you're good, you might just be able to beat her. Then it's congrats all round, because you'll just have won the game. Hurrah!





Madame Q. Just look at the colour of her! She's certainly a nasty piece of work, eh?

And here's you! Hurrah! You can swim in all directions (so long as they're inside the 8-way scrolling playing area of course).

This is the end-of-level guardian, a big dangerous metal shark (which sends out much smaller but equally dangerous metal sharks!). Eek!

Score. (Bit obvious, this one.)

Number of lives. (And, er, this one, too.)

Current weapon. (Have a look at the weapons box for more details.)

Energy bar. Keeps you moving at top speed – if it runs out then you'll get gobbled by a pesky shark!



These screenshots are pretty impressive, aren't they, Spec-chums? Here, you meet a hungry-looking shark. But look out for the enemy diver behind it – he's even worse!

SO HOW HARD'S THE HARDWARE THEN?



Your little diving character is capable of punching and kicking his foe, but would much prefer to use the various weapons he can collect on his travels...

Harpoon Gun This is what he usually carries. It's not very fast and can run out of harpoons, but it'll easily rip up the odd shark.

Uzi Machine Gun Much better, but can only be used out of the water. It'll waste any guards (or their dogs and spiders) who get too close.

Flame-Thrower Simply incinerates anyone who gets too close. Doesn't have a long range though.

Triple Shot Like the Uzi, but fires 3 ways to make totally sure you've cleared the area of baddies.

Homing Shot This chases any nasties in the vicinity. Very useful, but you have to get quite a way into the game before you find one.

SCUBA DUPER!



The team that programmed *Thunderjaws* are situated at a place called The Kremlin. We went along to ask boss **John Kavanagh** a few polite questions (after throwing him a couple of rude ones about why we'd just been dropped off in the middle of Surrey when we were expecting a guided tour of Red Square)...

Wotcha, John! So who actually programmed *Thunderjaws*, and who did the graphics?

***David Quinn** did all the coding and **Joe Myers** handled the graphics.*

And was it a difficult conversion for them to do?

No, considering the arcade machine is packed full of little details, we found it easier than expected to convert across. We also managed to retain all the best features, which pleased us. There was a lot of animation for example, which we had to simplify a bit, but it was all just a matter of compressing as much as possible into the space available.

Was the running speed a problem?

No. We wanted to make the scrolling fast and we've managed it. The Speccy version is considerably faster than, say, the Amstrad CPC version. We've smoothed up the scroll and kept its speed, so we're very happy with it.

And how long did it take to do?

The whole game took about 5 months, which is the norm. We used an Amiga 2000 for most of the fiddly bits, like graphics and music, which probably speeds things up a lot.



Uh-huh. Anything else you think we should know?

Only that we think the game is a real corker and we're really pleased that it's got all the major features of the original and all of the atmosphere too!

Brilliant! Cheers, John. Now which way's Lenin's Tomb? (Whoops. Forgot!)

enemy guards, there are cans of industrial waste floating around. Hit one and it ruptures, spreading poison into the water and doing you (and the environment no doubt) a beastly lot of damage.

LEVEL 4

Onto an underwater oil-rig now, and you've got to walk around blasting still more nasties. A pack of cyborg dogs rush on, plus some tanks, which take a fair lot of punishment before they explode.

LEVEL 5

Back into the sea, and if you're not brilliant at breast stroke by now you probably never will be!

LEVEL 6

You now reach a secret complex built (rather stupidly) under a volcano. There are a lot of baddies here to zap, including some mechanical spider things which skitter about very horribly.

LEVEL 7

Oh no! Back into the water! There are lots of poisonous fish swimming around. Shouting "Shoo!" won't work (and besides you'll probably end up swallowing a lot of salt water) so you've got to blast a path through them with your harpoon gun instead.

LEVEL 8

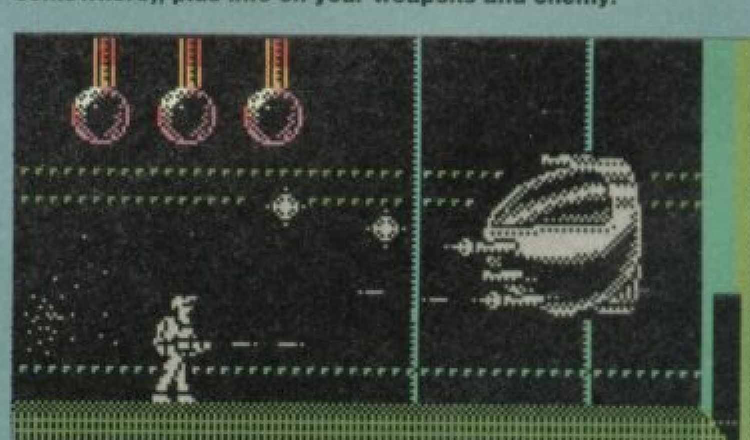
Finally you arrive at the giant underwater bubble city. It's the HQ of Madame Q, who's the arch baddie. Beat her army and you'll end up in a face-to-face confrontation. And, by the way, you do still have that flame-thrower, don't you? (Heh heh!)



And that's it! It all sounds corking, doesn't it? Just as good as Domark's other new Tengen games in fact – both of which have also got a nautical feel! We Megapreviewed *Skull And Crossbones* last month of course, while *Hydra* sees you scootling across the beautiful briny in a jet boat (or something). Talk about trying to make a splash! *Thunderjaws* should be bobbing up for review over the next couple of issues so remember to bring along your snorkel and goggles (and a lilo). Until then, adios, and don't go paddling anywhere we wouldn't!



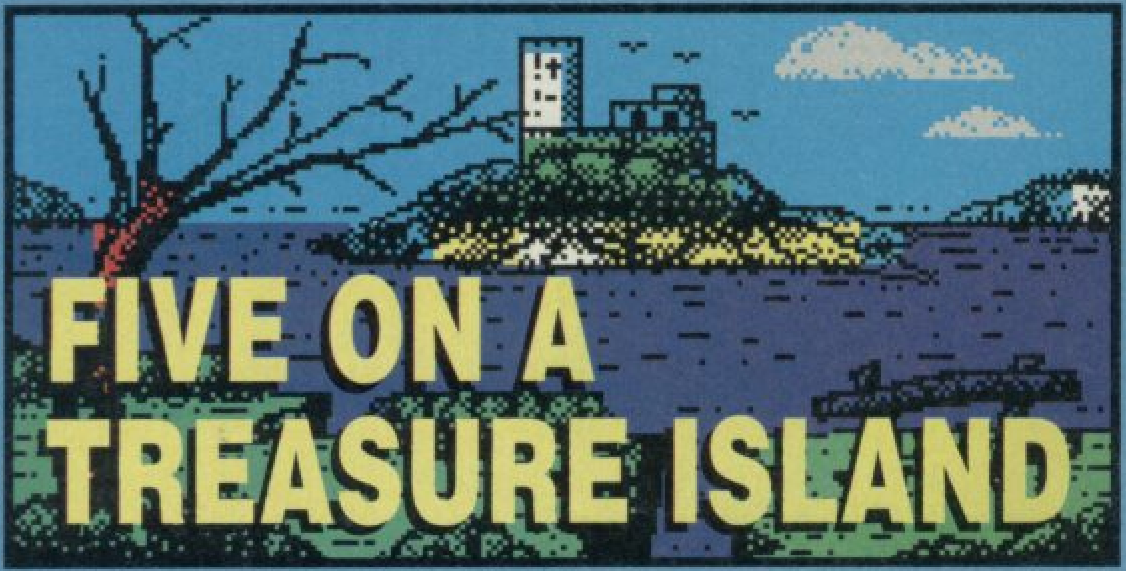
Ah, now this explains everything. Here's your mission briefing (ie attacking some lab in on a beautiful tropical island somewhere), plus info on your weapons and enemy.



Here you are inside the undersea oil platform, and, hang about, who's this ugly fellow? Why, it's a fearsome end-of-level monster made entirely of steel! (And probably a little bit of plastic too.)

FAX BOX

Title	*Thunderjaws*
Publisher	Domark
Programmers	David Quinn (code) Joe Myers (graphics)
Price	To be confirmed
Release Date	May

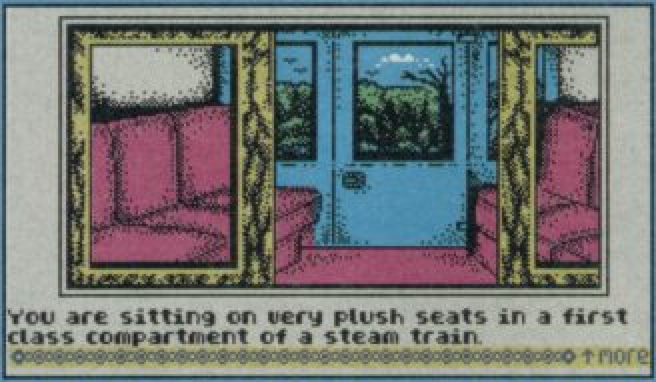


FIVE ON A TREASURE ISLAND

Enigma/£9.99 cass £14.99 disk



Linda What a life! Imagine spending all summer quaffing ginger beer and bathing in clear blue seas. After lunch there's time to visit some scary dungeons, search for treasure and outwit a few baddies. And then it's home for an absolutely massive spread of cream and scones! Well, now you can do more than just imagine it, folks – you can actually become it (so to speak), with Enigma Variation's *Five On A Treasure Island*. Hurrah!



Golly! The summer hols are just beginning. And already all the excitement is making me a bit peckish.

Everybody should know who the Famous Five are but just in case you've had a deprived childhood let's recap. Basically, they're 4 children (and a dog called Timmy!) known throughout the world for their brave exploits and cunning plans. *Treasure Island*'s their first adventure, in which Julian, Anne and Dick are packed off to their relations (while their parents skive off to Scotland), and team up with their scowling tomboy cousin, George.





Hurrah! It's been a long and dusty journey, but at last we're at Kirrin Station. And what a lovely station it is too, eh, Spec-chums? (Make sure you take note of the direction.) Now where's Aunt Fanny?

Eek! An adventure game!

Now, for most of us, a good holiday is one where we do absolutely nothing except sleep, drink and eat. But the Famous Five aren't like other people, because they can't go anywhere without finding themselves in the thick of a mysterious adventure!

What the game involves is you getting mixed up in strange doings on Kirrin Island. Basically, you have to find a treasure map and, erm, follow the instructions – piece of cake. Except it isn't. Especially if you've got about as much idea about adventures as I've got about the breeding habits of the cabbage aphid (ie, not an awful lot, matey!). It was a bit lucky then that Mike Gerrard just happened to have written a Beginners Guide To Adventures for us this month (see p60), which I ploughed through with enormous zest (although it probably did absolutely zilch for my gameplaying!).

Anyway, you start the game as Julian but you can swop characters as and when. This means you can send all of them off on separate missions and then get them to meet up later. All have distinct characteristics which make them suitable for different tasks (but don't worry if you haven't read the books – just Examine someone and you'll get the lowdown on them. Actually, it's a good idea to use Examine on everyone, to find out if they can tell you anything or do something for you – like make a scrummy chocolate cake!).

Most adventure games are quite dull in the graphics department but here they've perked things up a bit by including some pretty pictures. (Not that it makes an enormous difference but it's nice all the same!) The screen is split into 2 parts – the larger top part tells you where you are, which direction you can follow etc, and the bottom bit is where you type in your commands.

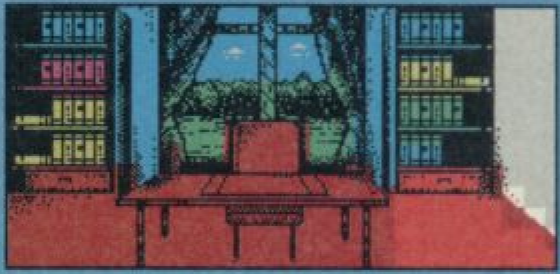


Who am I?

As I said, I'd never played an adventure game before so I was expecting something really dull. And unless you're a seasoned player, then, of course, *Treasure Island* is going to take you ages to get through. But I had a great time! I didn't move from the Speccy for hours! (Except to go to the loo, hem hem.)

The main reason why it works so well for a beginner is that it's easy to grasp and there are lots of helpful touches (plus it's fun!). If you get confused about who you are just type in WHO and you'll find out. And if you're not clear about what you're allowed to do, type in V and you're given a list of verbs.

Five On A Treasure Island makes you want to find out what's round the next corner. It could be an ingot, a locked dungeon or even an ice-cream van. Gee, these kids really know how to have fun – and I'm jolly well off for another go!



Uncle Quentin's study. So no touching.



And here's the place where you get to spend the whole of the summer hols. What fun!

FIVE ALIVE!

(Well, 4 actually. But you're not allowed to be the dog!)



Julian
Jolly decent chap, ahoy! Julian is the oldest, the cleverest, the most sensible and the strongest of the Famous Five. He's always incredibly polite and your mother would love him.



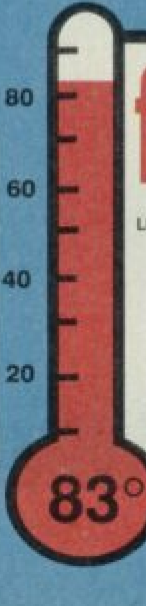
Dick
Dick's a bit of a greedy-guts so you've got to watch him with the sandwiches! But despite his massive food intake, he's a bit of a skinny runt – and so comes in very handy when you need someone to crawl through small holes!



George
George is absolutely fearless. There's no place or no one she's scared of. (And she's also the best swimmer.) She can be a bit of a pain at first but once you've made friends with her you've got a pal for life. Yep, she's a darned good egg, is George. (Though why anyone should hate being a girl is beyond me!)



Anne
Anne is the youngest, the weakest and the least brave. And she's also incredibly bad at keeping secrets. But that doesn't mean she's crap! In fact, Anne's a bit of a sweetie. Nobody could ever be horrible to her (unless they were completely heartless beasts).



finalverdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS
83°	50°	86°

DIAGNOSIS

Really nice adventure game. Easy to understand, plenty of action, and good for beginners.

INSTANT APPEAL 86°



ANOTHER PAGE OF 1,000 COMPO WINNERS!



This is it. We promise. Absolutely all the Christmas compos finished off. We dressed Linda up in a suitably spangly costume, got her typing, and here's the result...

10 rather *Elite*-ist mugs go to... J Rose of Bognor Regis; **A Robinson** of Bolton; **R Paine** of Southport; **D Bauernfind** of London; **M Mckinney** of Barnsley; **S Lawley** of Conisboro, nr Doncaster; **K Allcock** of Madeley Heath, Cheshire; **T Davis** of Bath; **G Skerritt** of Willaston, South Wirral and **D Easson** of Liverpool.

Copies of Digital Integration's *F-16 Combat Pilot* go to... S Atkar of Walsall, West Midlands; **D Wilson** of Hull; **S Pilbrow** of Westcliff-on-Sea, Essex and **P Curgenven** of Trevone Bay, Cornwall.

10 US Gold games (of his choice) and a poster go to... David Barnes of Castle Bromwich.
Plus 49 posters go to... D Parr of Sutton-in-Ashfield, Notts; **M Evans** of Great Yarmouth; **P Tutleman** of Frimley, Surrey; **G Eales** of Southport, Merseyside; **N Rule** of Bolton; **A Dixon** of Hampton Lucy, Warwickshire; **A Bell** of Newcastle; **R Salguero** of Sheffield; **M Webb** of West Wickham, Kent; **B McNeil** of Glenrothes, Fife; **R Young** of Wincanton, Somerset; **J Nugent** of Stockton, Cleveland; **M Fitzpatrick** of Blackpool; **J Dawson** of Sutton St James, Lincs; **M Chalmers** of Whiteford, Aberdeenshire; **R Underwood** of Chesterfield; **A White** of Telscombe Cliffs, East Sussex; **G Stewart** of Oadby, Leicester; **K Knight** of Loughborough; **D Edge** of Stafford; **J Anderson** of Saffron Walden; **G Tough** of Consett, Co Durham; **S Haworth** of Bolton; **M Flannigan** of East Kilbride; **P Tadman** of Morriston, Swansea; **A Pickin** of Cheam, Surrey; **J Lloyd** of London; **S Betts** of Swansea; **D McGiffen** of Irvine, Ayrshire; **P Minnithorpe** of Plymouth; **J Hancock** of Hook, Hants; **P Van Den Bossche** of London; **N Scratchley** of Andover, Hants; **S Miller** of Eltham; **M Hill** of London; **S Richards** of Whitchurch, Shropshire; **A Cheng** of Wellington, Somerset; **T Guy** of Leigh-on-Sea, Essex; **K McCabe** of St Annes-on-Sea, Lancashire; **M Kinlan** of Billingham, Cleveland; **L Wiles** of Sawtry, Huntingdon; **M Shields** of Sandbach, Cheshire; **N McLeod** of London; **G Gillen** of Glasgow; **R Shannen** of Durham; **G Meadon** of Colwyn Bay; **C Bates** of Workington, Cumbria; **G Ritchie** of Loch Kilmarnock, Ayrshire and **D Thomson** of Dumfries.

Copies of Ocean's *Robocop 2* go to... D Grage of Norwich; **I Davies** of Swindon; **C Smith** of Worksop, Notts; **B Gibson** of Maybole, Ayrshire; **S Mitchell** of Macduff, Banffshire; **T Fagan** of Bradford; **J Argles** of Nailsea, Avon; **M Brown** of Southwood Hamterres, Essex; **N Stuart** of Chatham, Kent; **S Hallinan** of Maynooth, Co Kildare; **N Mackie** of Tranent, East Lothian; **P Twidell** of Aylesbury; **S Duncan** of Kendal, Cumbria; **A Peacock** of Bristol; **P Gwilliam** of St Helens; **I Shafiq** of Lye, West Midlands; **I Dryland** of Ashford, Kent; **N Gandy** of Rugeley, Staffs; **C Isaac** of Swansea and **I Butler** of Terling, Essex.

A completely cool *Toyota Rally* jacket from Gremlin goes to... N Chamtrell of Stockton Heath, Cheshire.
Copies of CRL's *Blade Runner* goes to...
A Walker of West Bridgford, Nottingham; **P Winter** of Plymouth; **Ricky Kumar** of Saltburn-By-Sea, Cleveland; **A Reeves** of Birmingham; **A Larcombe** of Newport, Gwent; **C Sadler** of Deal, Kent; **J Morrow** of Dumbarton-shire; **R McCauley** of Maltby, S Yorks; **D Clarke** of Buckhurst Hill, Essex and **S Spriggs** of Letchworth.

Copies of CRL's *Professional Soccer* go to... Mr Seager of Wood Green, London; **B Rapier** of Gwent; **R Fone** of Worksop, Notts; **D Ball** of Huddersfield; **N Young** of Manchester; **M Sloane** of Stockport, Cheshire; **A Barnard** of Macclesfield, Cheshire; **D Goody** of Peterborough; **E McKenna** of Sheffield and **D Hubbard** of Sunderland.

Well 'Ard T-shirts from Virgin go to... L Thompson of Kippax, W Yorks; **D Miller** of Bristol; **J Kirman** of Leicester; **D Wrigley** of Yatton, Avon; **D Smith** of Portland, Dorset; **G Edwards** of Bassingbourne; **P Jennings** of Carnforth, Lancashire; **J Vollands** of Wakefield; **J Hunt** of Devizes, Wilts and **A Goddard** of Oxford.

Copies of Virgin's *Golden Axe* go to... K McCormick of Belfast; **D Brice** of Bristol; **N Parry** of Chessington, Surrey; **K Hinnells** of Falkirk and **J C Hughes** of Birmingham.

Copies of Empire's *Dick Tracy* go to... R Brailsford of Accrington; **J Restall** of Camberley, Surrey; **M Rawe** of South Ockendon, Essex; **N Slatter** of St Albans and **K Coates** of Southport, Merseyside.

Copies of Empire's *Spiderman* go to (if ever it comes out)... C Dougal of Rothesay, Bute; **M Holmes** of Tadcaster, Yorks; **C Bandorski** of Cambridge; **R James** of High Halden, Kent and **P Abernethy** of Kirkwall, Orkney.

T-shirts from Empire go to... A Bell of Larkhall, Lanarkshire; **T P Horan** of Stockport; **S Hodges** of Cheshire; **C Day** of Colchester and **A Hurley** of Torquay.

Copies of Empire's *Gazza 2* go to... J Ward of Widnes; **M Grubb** of Crawley, W Sussex; **I Sowerby** of Maidstone, Kent; **S Hedges** of Trowbridge, Wilts and **D Ireland** of Birkenhead.

30 assorted games from D&H go to... Mrs Petch of Kendal, Cumbria.

***Subbuteo* board games from Electronic Arts go to... B Riding** of Boston Spa, West Yorkshire; **S Dunsmuir** of Kilmarnock, Ayrshire; **G McBride** of Inverkeithing, Fife; **G Mathieson** of Bangor and **A Walls** of London.

Digital Integration sweatshirts go to... N Connor of Slough, Berks; **B Whale** of Barnsley; **A Huett** of Burnham-On-Sea, Somerset and **N Bostock** of Macclesfield.

***Dick Tracy* mugs go to... J Cameron** of Skene, Aberdeenshire; **S Squibb** of Ryde, Isle Of Wight; **P Bott** of Reading; **J Titterton** of Stapleford, Notts and **W Rattaralowha** of London.

A joystick apiece goes to... A Hawkins of Mansfield, Notts; **S Stokes** of Dunstable, Bedfordshire; **S Goulding** of Cirencester; **J Reynolds** of Gosport, Hants; **S Davey** of Coventry; **B McMillan** of Glasgow; **D Deacon** of Twickenham; **D Williams** of Shrewsbury; **M Shadbolt** of St Albans and **A Turner** of Sutton Coldfield.

Copies of Hewson's *Deliverance Stormlord 2* go to... S Johnston of London; **L Bradley** of Tamworth; **M Fox** of Sheffield; **L Clarkson** of Sandhurst, Surrey; **J Towler** of West Bridgford, Notts; **M Proudfoot** of Stanley, Co Durham; **G Waterson** of Sale, Cheshire; **I Bates** of Walsall, West Midlands; **M Lusty** of Stanley, Glos; **J Adams** of Barnsley; **S Kidd** of Bromsgrove, Worcestershire; **D Murphy** of Larbert, Stirlingshire; **I Lanney** of London; **I Sherwood** of Banbury, Oxon; **D Williams** of Leeds; **T Wilson** of Sheffield; **S Holness** of Chichester; **N Prentice** of Stowmarket, Suffolk; **P Kiff** of St Albans and **R Pitkin** of Birmingham.

***YS* T-shirts go to... N Currie** of Drumry, Strathclyde; **G Dimond** of Knaresborough, North Yorks; **A M Alexander** of Camberley, Surrey; **M McCormack** of Huddersfield; **K Foster** of Durham; **R Savers** of Watford; **T Clough** of Fiskerton, Notts; **S Walsh** of Bristol; **M Florey** of Birmingham; **C Wilkins** of Ashford, Middx; **D Pickles** of Bristol; **L Perry** of Buckhorn Weston, Dorset; **J Neesam** of Orpington, Kent; **J Ashbourne** of Bristol; **S Horton** of Norwich; **M Lloyd Thomas** of Clwyd; **D Allen** of Alloa, Clacks; **D Peckett** of Winchester; **C McDowell** of Dalmuir, Clydebank and **C Morgan** of Ferryside, Dyfed.

***Grand Prix Circuit* posters from Accolade go to... M Jones** of Ellesmere Port; **M Fairclough** of Wigan; **D Fitzsimon** of Ditton, Cheshire; **P Wellens** of Manchester; **L Perkins** of Nailsea, Avon; **M Kinsey** of Dyfed; **K Bradbury** of Buxton, Derbyshire; **A Rollins** of Wellingborough; **P Woodworth** of Carmarthen; **G Male** of Finedon, Northants; **S Hendrie** of Aberdeen; **R Herlihy** of Kenton, Middlesex; **P Willis** of Carshalton Beeches; **M Weale** of Llandrindod; **A Harris** of Redditch, Worcs; **R Spandley** of Woodbeding, West Sussex; **R Wheatley** of Yateley, Surrey; **P Tanner** of Ringwood, Hants; **A Edge** of Halifax; **R Futter** of Fakenham, Norfolk; **G Noden** of Manchester; **W Richards** of Poole, Dorset; **N Palmer** of Eckington, Near Sheffield; **O Lines** of Ilminster, Somerset; **P Dennis** of Alnwick, Northumberland; **P Logue** of Stonehaven, Scotland; **J McKay** of Dalkeith, Midlothian; **V Patel** of Pleck, Walsall; **R Ryan** of Jamestown, Fife; **M Collins** of Penrith, Cumbria; **S Jones** of Chester; **B Gardner** of Nottingham; **M Randle** of Barnsley; **C Sayer** of Whiston, Merseyside; **I Small** of Gartmore, Scotland; **C Cross** of Leicester; **N Ashley** of Fiskerton, Lincoln; **S Davey** of Tandragee, Northern Ireland; **I Slavin** of Liverpool; **S Evans** of Weybridge, Surrey; **R Sower** of Oldbury, West Midlands; **S Bell** of Antrim; **D Climming** of Cheltenham; **J Owen** of Crewe; **P Lengden** of Salford; **G Wales** of Norwich; **N Crittenden** of Thurso, Sutherland; **S Tyrrell** of Milton Keynes; **S Ashley** of Middlesborough; **S Powers** of Camberley, Surrey.

A copy of Rainbow Arts' *Turrican* and a poster go to... J Barr Leek, Staffs; **A Hughes** of Cardiff; **P Woodbridge** of Brighton; **R Caie** of Gannochy, Perth; **J Williams** of Hull; **G Townsend** of Doncaster; **B Shinwell** of Adlington, Lancs; **M Elsdon** of Melrose, Roxburoughshire; **P Warrilow** of Swaffham Prior, Cambridgeshire and **N Lofts** of Paddock Wood, Kent.

Copies of Interceptor's *Euro Soccer Challenge* go to... D Heath of Newbridge, Gwent; **J Alston** of Ashton-Under-Lyne; **S Aziz** of Lenton, Nottingham; **K Wadwell** of Paisley; **G Willmott** of Poole, Dorset; **P Hayward** of Birmingham; **R Marriott** of Clacton-On-Sea; **D Rouse** of Kings Lynn; **R Turner** of Barnsley and **S Crockard** of Chelmsford.

Elite T-shirts go to... T Browning Luton; **N Innes** of Buckie, Banffshire; **N Kingham** of London; **A Moore** of Enfield; **J Sear** of West Wickham, Kent; **N Mills** of Plymouth; **D McNameg** of Easington, North Humberside; **D Savage** of Thetford; **T Brighton** of Camberley, Surrey and **G Sunderland** of Southampton.

***Lords Of Chaos* posters from Blade go to.... B Thomas** of Tonbridge, Kent; **P Rodrigues** of London; **J Pontet** of London; **J Cooper** of Bargoed, Mid Glamorgan; **S McIntosh** of London; **Mr Hopkins** of Cardiff; **P Lewis** of Bolton; **C Attrill** of Clacton, Essex; **J Butler** of Pontypridd; **G Edwards** of Great Harwood, Lancs; **I Baker** of Walderslade Woods, Kent; **D Lane** of Blackwood, Gwent; **S Boden** of Kidderminster, Worcs; **A Davidson** of Grimsby; **M Leach** of Harborough-Magna, Warwickshire; **R Jenkinson** of Sheffield; **S Dixon** of Epsom, Surrey; **P Fletcher** of Rugby; **T Wright** of Maidstone; **S Macgregor** of Chelmsford; **K Rarity** of Ayr, Ayrshire; **J Corringan** of Horncast, Lincolnshire; **C Doak** of Glasgow; **S Wildon** of Middlesborough; **K Nguyen** of London; **A Greaves** of Stoke-On-Trent; **J Quinn** of Shoreham, West Sussex; **Mr Roberts** of Manchester; **T Reynolds** of Kidderminster; **P Kenney** of Manchester; **C Black** of Aberdeen; **G Sutton** of Chelmsford; **M Greaves** of Leeds; **J Pope** of London; **S Lyon** of Stevenage; **M Bleasdale** of South Ockendon, Essex; **J Stone** of Birmingham; **D Pardoe** of Malvern, Worcs; **W Pearson** of Fakenham, Norfolk; **S Moore** of Great Yarmouth; **K Mineur** of Wimbourn, Dorset; **J Clifton** of Gravesend; **M Macrae** of the Isle Of Lewis; **Miss Petch** of Kendal, Cumbria; **A Thumwood** of Manchester; **M Hadden-Brown** of West Derbyshire; **S Humpleby** of Bedale, N Yorks; **G Watt** of Carlisle; **J Wood** of Denbigh, Clwyd; **G McCauley** of Leeds; **J Hastie** of Nottingham; **D Boland** of Gillingham, Kent; **D Jackson** of Birmingham; **A Crumplin** of Carmarthen; **P Bloye** of New Malden, Surrey; **R Avery** of Birmingham; **K Braddick** of Shrewsbury; **M Hill** of Tewkesbury; **D Gregory** of Ardfern, Argyll; **R Thorn** of Cheltenham; **G Montgomery** of Rotherham; **M Organ** of Dungarvan, Eire; **J Kenny** of Liverpool; **Mrs Mackay** of Oban, Argyll; **B O'Reilly** of Liverpool; **K Webster** of Liverpool; **Mr Williamson** of Maidstone; **L Pycock** of Maidstone; **S Baker** of Derby; **D Price** of Grangemouth; **M Roncone** of Dundee; **D Embley** of Birmingham; **R Challis** of Cambridge; **S Lovell** of Basildon; **D Hill** of Andover, Hants; **C Barnes** of Northampton; **K Tillett** of Grays, Essex; **M Doyle** of Kidderminster; **P Duffield** of Hastings; **C Ryan** of Irvine, Ayrshire; **M Lee** of Barnsley; **P Pilthurst** of Hastings; **C Archer** of Canterbury; **R McCrae** of Stowupland, Suffolk; **J Connell** of Brombugh, Wirral; **D Wyse** of Glenrothes; **P Reeves** of Poole; **L Nicholls** of Weymouth; **I Taylor** of Durham; **P Damms** of Snodland, Kent; **N Lopes** of Portugal; **K Beare** of Hayle, Cornwall; **D Wein** of Knutsford, Cheshire; **S Clarke** of Heywood, Lancs; **G Colliton** of Birmingham; **T Rickards** of Moreton-In-Marsh, Glos; **C Evans** of Biston, W Midlands; **A Yeoman** of Bristol; **S Howard** of London; **D Garthwaite** of Hartlepool; **M Kemp** of Norwich; 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**S Dunscombe** of Stockport; **M Smith** of Walsall Wood; **Mr Wall** of Kings Lynn; **S Bashforth** of Leeds; **O Bambridge** of Denton, Northampton; **S Harness** of Goole, N Humberside; **J Keith** of London; **R Leigh** of Harpenden; **I Rampton** of Salisbury; **P Gentry** of Dagenham; **T Mare** of Woking; **D Harvie** of Dreghorn, Irvine; **R Butler** of Chestfield, Kent; **D Kerr** of Stirlingshire; **S Turner** of Rotherham; **B Stidolph** of South Shields; **A Green** of Glenrothes; **N Byrne** of Coventry; **C Tsang** of Whyteleaf, Surrey; **M Jenkins** of Cheltenham; **E Harries** of Carmarthen; **D Kearn** of Bromsgrove; **C Collins** of Pinner; **J Wood** of Orsettheath, Essex; **G Irving** of Sidcup, Kent; **M Tonkin** of West Huntspill, Somerset; **D Odams** of Nottingham; **I Mitchell** of Leeds; **D Byrom** of Gwyredd; **K Risebrough** of Portsmouth; **K Smart** of Birmingham; **G Williams** of Rugby; **G Roast** of Poole; **A Moores** of Paignton; **C Rhodes** of Selby; 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10 copies of Audiogenic's *Emlyn Hughes Arcade Quiz* go to... M Walpole of Wolverhampton; **J McCollum** of Glasgow; **D Campbell** of Glasgow; **A Gurney** of High Wycombe; **B Johnson** of Solihull; **L Brewer** of Hull; **G Philips** of Swansea; **A Kinmond** of Blairgowrie, Perthshire; **M Robson** of Perth, Tayside and **M Bugby** of Irchester, Northants.

Microprose T-shirts, badges and posters go to... M Ball of Wolverhampton; **D Hill** of Jarrow; **B Dorkins** of Great Yarmouth; **M Smith** of Stevenage; **M Ashmead** of London; **N Line** of Broxbourne; **J McGuigan** of Kirkby, Merseyside; **T Hawkins** of Hastings; **M Leighton** of Baildon, West Yorks; **R King** of Potton, Beds; **N Dron** of West Byfleet, Surrey; **B Smith** of Biddenden, Kent; **P Cleare** of Barnet, Herts; **M Francis** of Bishops Stortford; **A Carman** of Timperley, Cheshire.

Microprose badges and posters go to... D Dawson of Sheffield; **L Langhorn** of Broxbourne; **B Neal** of Swansea; **Mr Issitt** of Stourbridge; **J Bell** of Reading; **A Trill** of Reading; **R Young** of Malvern, Worcs; **T Brighton** of Home Meadow, Worcs; **J Archer** of St Ives, Cambs; **P Kearns** of Birmingham; **L Reynolds** of Carshalton, Surrey; **D Stuart** of Kidderminster, Worcs; **M Mollan** of Dalkey, Co Dublin; **P Bowen** of Brecon, Powys; **N Nightingale** of Oldham.
And posters go to... M Horton of Bargoed, Mid Glamorgan; **P Ramsden** of Huddersfield; **P Jones** of Birmingham; **L Davies** of Tring, Herts; **R Carradine** of Halesowen, West Mids; **S Harding** of Birmingham; **S Curtis** of Southampton; **N McSporran** of Ardrossar, Ayrshire; **C Reid** of Eastbourne; **D Aldridge** of Coulsdon, Surrey; **J Cheung** of Glasgow; **A Stokoe** of Wilmslow, Cheshire; **D Stanley** of Birmingham; **J Gordon** of Launceston, Cornwall; **A Tate** of Aylesbury; **P Woodcock** of Birmingham; **C Handley** of Stamford, Lincs; **S Ward** of Middlesborough; **M Brewster** of Billericay; **T Langton** of Thetford; **D Speller** of Ware, Herts; **K Waring** of Ladybank, Fife; **K Lake** of Birmingham; **M Bennett** of Garsington, Oxford; **P Haines** of Tamworth; **S Frost** of Romford; **M Swinford** of South Ockendon, Essex; **N Smith** of Newcastle-Upon-Tyne; **S Ratcliffe** of London; **P Irvine** Salzgitter, West Germany; **E Leith** of Cheadle Hulme, Cheshire; **D Walton** of Barton Seagrave, Northampton; **A Mooney** of Leicester; **L Chatfield** of Tunbridge Wells; **J Irons** of Denton, East Sussex; **R Beesley** of Sheffield; **M Reid** of Sheffield; **S Burton** of Bridgend, Glos; **N Chester-Jones** of Christchurch, Dorset; **M Stone** of Coventry; **J Pruchard** of Senghenydd, Mid Glamorgan; **M Rowland** of Sutton Coldfield; **L Harrison** of Middlesborough; **A Rainford** of Stafford; **A Elsegood** of Nottingham; **C Delf** of Attleborough, Norfolk; **M V Bennett** of Wokingham; **S Dodson** of Wakefield; **C Fowler** of Teignmouth; **R Hopkins** of London; **R Ham** of Bristol; **W Sheldrake** of Norwich; **L Hazlehurst** of Tutbury, Staffs; **B Thomas** of Birmingham of Grantham; **J Wright** of Bridlington; **J Mosley** of Ilkley, West Yorkshire; **P O'Grady** ofDudley; **C Shaw** of Aberdeen; **N Dawson** of Liverpool; **S Smith** of Watford; **P O'Brien** of Ilford, Essex; **M Sanderson** of Bradford; **A Wilson** of Newcastle-Upon-Tyne; **D Blake** of Newcastle-Upon-Tyne; **R Harrison** of Stevenage; **S Adey** of Westbury, Wiltshire; **M Staker** of Plympton, Devon; **R Lindsay** of Irvine, Ayrshire; **S Morse** of Beverley, Humberside and **R Eles** of Halesmere, Surrey.

Gremlin *Toyota Rally* T-shirts go to...K Bains of Barnsley; **P Few** of Borehamwood, Herts; **M Depledge** of North Petherton, Somerset; **A Birdsall** of Ashprington, Devon.

So that's that wrapped up. If your name ain't there then, er, that's just the way the cookie crumbles! (But who knows, you might have more luck next month when we'll be bringing you the winners of some of our more recent compos, eh? Till then!)

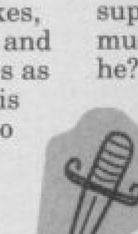
YS ADVE



Hello, my darlings. Once again it's time to set sail on the *YS* adventure column, boldly going where no adventure column has gone before, setting new standards, cracking old jokes, removing unsightly stains and giving the editor headaches as he wonders where all this is leading. The answer is.... to the next paragraph.

And here we find **Nicholas Sweeney** of Middlesbrough, with a letter that's ram-jam full of stuff that I just had to share with my cuddlesome *YS* readers. "I just noticed," writes Nicholas, "in an old copy of *Micro Adventurer*, that an awful lot of the first Wiz's in ***MUD*** are now full-time, highly successful programmers. Jez the Wiz is Jeremy San, who wrote *Carrier Command*, *Argonaut* and other great games, while Egor the Wiz was Andrew Glaister, who's also written loads of hit games. It just goes to show that adventures do not rot the brain!" We'll obviously have to find some other explanation in Nicholas' case, then.

The cheeky chappie says he doesn't suppose that I can give him the address of ***Official Secrets***, the adventure club and mail-order software supplier. He doesn't have much confidence in me, does he? The address is PO Box 847, Harlow, Essex CM21 9PH. I can even give you the phone number: 0279-726541. Any more questions, Sweeney?



"How many cogs on the clock in ***Lords Of Time***?" Good grief, that's easy. Keep turning it till you run out of numbers, which should happen very soon after number 9, if that's a hint.

Nicholas also has a few questions to ask of readers. He says his trusty, old and much-loved copy of ***Doomdark's Revenge*** has finally given up the ghost and won't load any more. Anyone got a copy they want to sell, swop or even give away to a good home? If so, write to 79 Hollowfield, Coulby Newham, Middlesbrough, Cleveland. Nicholas also needs instructions for ***GAC***, which he says he got with his +3 but without any instructions.

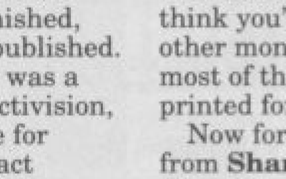
And he hasn't finished yet! "Whatever happened to Delta 4/Fergus McNeill/Abstract Concepts?" Questions, questions... well the last time I saw Fergus was when I bumped into him at a computer show, at the time when the second Abstract Concepts adventure, ***Parisian Knights***, was well overdue for release. You might remember that *YS* did an exclusive preview of this game – the only place you'll get any details about it! When I saw it the game wasn't quite finished, and it never did get published. Fergus told me there was a disagreement with Activision, who were responsible for publishing the Abstract Concepts adventures, but obviously he couldn't go into too many details. It seems that the first game, *Mindfighter*, didn't do as well as had been hoped, and that was the end of that.

As for his own games, Fergus didn't have as much time to work on them as he'd taken a job instead of working full-time on adventure-writing. He seemed to have several ideas on the go, but they were games he'd been talking about for some time, and as nothing has appeared in the year or so since I saw him, I doubt we'll be seeing another Fergus frolic on the Spectrum. A great shame, that, but maybe he can prove me wrong and surprise us with another great spoof adventure.

Right, about time someone else got a look-in, and it's someone else on the look-out as well. It's **Mark Blaxill** of 39 Ickleton Place, Haverhill, Suffolk CB9 0AR. Mark says he's in desperate need of a map for ***Bloodwych***, so desperately that he's prepared to pay £1.50 for a complete map showing all levels. Okay, don't all write at once. I suggest you contact Mark first rather than just send him a map and then demand your £1.50, as he might have found one by the time this is printed.

Andrew Wright pleads with me to print his letter offering solutions for sale, as he says he's in desperate need of money! Aren't we all? Anyway, for a mere 10p each Andrew offers solutions to ***Inspector Flukeit***, ***Apache Gold***, ***Mindfighter***, ***The Big Sleaze*** (Part 1) and ***Agatha's Folly*** (Part 1). For 20p you can have both parts of ***Book Of The Dead***, and ***The Ket Trilogy*** for 10p per part. The address is 34 Holford Road, Merrow, Guildford, Surrey. The best of luck, Andrew, but I think you'll have to find some other money-making scheme – most of those have been printed for free in back issues!

Now for some gloomy news, from **Sharon Harwood** of sunny Southend. Sharon sent off £4.50 for some tapes from Global Games, which never arrived, and nor has the company replied to Sharon's follow-up letters.

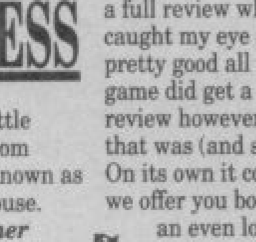


BEGINNERS BARGAIN BASEMENT

People are dropping 'em all over the place this month. Must be the sunny weather. So to tie in with my Beginners' Guide over the page I've gathered up some rather special start-up offers, including 2 exclusive deals specially put together by the 2 best software houses in the adventure biz, Zenobi Software and Tartan Software. You won't believe your eyes.

FISHY BUSINESS

First off, though, is a nice little twin-pack of adventures from **Paul Cardin**, otherwise known as The Silent Corner software house. Paul's first game was ***The Inner Lakes***, an adventure based round the idea of fishing. This shows new players that adventures can in fact be about any subject... well, almost any subject. I didn't give the game a full review when it came out but it caught my eye and I thought it was pretty good all the same. The next game did get a full and glowing review however (in the Feb ish), and that was (and still is) ***Captain Kook***. On its own it costs £2.99, so how can we offer you both of them together at an even lower price of £2.49? Easy, I just had to twist Paul's arm. When that didn't work I kneed him in the groin, and then I wrenched his head off. His loss is your gain.



TO: **The Silent Corner, 3 Lonsdale Villas, Wallasey, Merseyside L45 4PG**

FROM:

Name ....

Address ....

....

.... Postcode ....

I enclose my cheque/postal order for £2.49 (made payable to P Cardin) for the exclusive YS double-game tape of ***Captain Kook/The Inner Lakes***.

(Overseas readers please add £1 to cover extra postage costs.)

NTURES

by MIKE GERRARD





Illustrations by Anthony Colbert

I've had other complaints recently too, so for the moment I wouldn't send off anything to Global Games if I were you, and that includes coupons that have been in older issues of the magazine. I know that some people send off coupons several months and even a year or so after they first appeared, which is normally fine as the companies concerned will honour them, but better forget it where Global Games are concerned.

Adventure author **Paul *'Captain Kook'* Cardin** asks how to fix the lift in ***Diablo***. You have to get yourself above the lift, through a panel, and then attach a wire to the motor.

Mark Rawe of South Ockendon is thick. Well, he said it, not me! He says he's been stuck on ***Terrors Of Trantoss*** for about a year, and has only just worked out how to catch the small dog at the start of the game. "If anybody else out there is as thick as me," he writes, "here is how to catch the dog. When the stranger delivers you from the Forest of Grondin, go S, E, S, E (this brings you to the well in the village), E (Temple) and then PART. The player with the sack goes east (normally Lobo), while the other enters the Temple. The one in the Temple must close the door, SWAP to the other character who must HOLD SACK OVER HOLE. SWAP back and the one in the Temple should try to GRAB DOG. The dog then runs through the hole into the sack and drops the key round its neck."

Thanks, Mark, and he also asks for general tips on playing adventures properly. Well, what a coincidence. This issue of *YS* might have been written with you in mind.

Finally a plea for a pen-pal, and lord help anyone who answers it. The pleader is **Vicki Green** of 26 Northmoor Way, Northmoor Park, Wareham, Dorset BH20 4SJ. Vicki is as daft as a brush, and in her own words: "If anyone is gullible enough to write to a 16-year-old girl like me, then that's their problem!"

THE OFFICIAL YS BEGINNERS GUIDE TO ADVENTURES

Are you new to the delirious delights of adventure game-playing? Then hark – because old Uncle Michael's got some help in hand. In an act of unforeseen generosity and wisdom I've chosen to devote a hefty bit of this month's column to how to play an adventure, how to know which commands to type in, etc etc – basically, all those little bits and pieces that'll help you get past the first post. Righty-o, off we go...

BEGINNERS BROUGHT TO BOOK



In the April issue I reviewed *A Beginner's Guide To Adventures* by Dave Harvard and declared it the bee's elbows! It's an excellent book that would be just what many newcomers to adventuring need. With thoughts of this Beginners' Special lurking in the filthy corners of my mind, I got on to the publishers and asked if they'd give *YS* readers a discount on it. And they agreed! Bung your details on the coupon and you can have 50p off the regular price of £3.

TO: **Atlas Adventure Software, 67 Lloyd Street, Llandudno, Gwynedd, LL30 2YP.**
FROM:

Name: ....

Address: ....

....

....

....

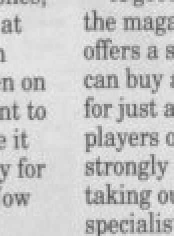
Postcode ....

I am a beginner and I need a guide to adventures. I must therefore need *A Beginner's Guide To Adventures* as published by you. I enclose a cheque/postal order for £2.50 made payable to Atlas Adventure Software as per the super-duper coupon corner offer in *Your Sinclair*.
(Overseas readers must add £1 to cover extra postage costs.)

SOLUTIONS AT YOUR SERVICE

Something you must never be afraid of when you first start playing adventures is having a peek at hints, tips or even full solutions. You must try and solve the game yourself, but it's tricky when you first begin, and checking out a solution can help by showing you what to do. You remember the answers to past problems, especially if you're ashamed at having had to look it up when the answer turns out to be obvious, and that should make it easier when a similar problem crops up in the future.

Another reason for checking solutions when you first start is that sometimes it's not you that's at fault - older games, and even some new ones, are often poorly written. Suppose at one point in the game you have an envelope with a secret code written on it, but before you move on you want to get rid of the code so as not to give it away to someone else. And, luckily for you, you've just found a rubber! Now the programmer decides that the answer is for the player to type in ERASE CODE. The programmer should also sit down and think what else a player might type in at that point which is equally valid. You could type RUB OUT CODE or perhaps REMOVE CODE WITH RUBBER, but if the programmer doesn't put those options in the program they won't work. This is a simple example as it's highly likely you'll come up with the right answer yourself, but it doesn't always work like that, believe me!



Some programmers used to deliberately make the inputs difficult, to make the adventure harder to solve, till eventually people realised it was all very frustrating and pointless. One notorious example was a game where you had to come up with the command DISBELIEVE ILLUSION. Even the most experienced of players had to ask for help or get hold of a solution to figure that one out.

Building up your own file of solutions and hint sheets is a good idea, even for games you don't own. You can be sure that if you see a solution printed one month, and then a few months later you find the game itself for sale at a jumble sale or you receive it as a present, then you will not be able to find that solution ever again!



A good source of help and hints is the magazine *Adventure Probe*. It also offers a solutions service where you can buy any of hundreds of solutions for just a few pence, and it helps players out in other ways too. I strongly recommend you think about taking out a subscription to a specialist magazine like this if you're going to be serious about your adventure playing. Send a stamped addressed envelope for details to *Adventure Probe*, 67 Lloyd Street, Llandudno, Gwynedd LL30 2YP.

We also print solutions in *YS* from time to time, although I try to avoid brand-new games as it can be annoying for someone who's just bought a game to accidentally see a solution to it when they turn over the page. But I do print solutions to the more popular games once they've been around for a while. I tend to judge which solutions are needed by the numbers of letters I get asking questions on a particular game.

Over the years we've printed a lot of solutions and sets of hints on games, but it's obvious that some of you have missed some of them as I've recently had a couple of letters from people asking me to print solutions to games that I have in fact printed in the last 6 months! How dare you not buy every issue of *YS*! But in case you're a newcomer to the mag, as well as to adventures, I thought it would be useful to print a list of the solutions that have been printed over the past couple of years or so, to enable you to send for back copies if you need them. Are you ready? Well here goes....

Solutions Printed

1991
March *Book Of The Dead*
Jan *Behind Closed Doors 3*

1990
Dec *Agatha's Folly Part 2*
Nov *Agatha's Folly Part 1, Labours Of Hercules, Retarded Creatures And Caverns, Golden Mask, Devil's Hand*
Oct *Demon From The Darkside*
Sept *Temple Of Vran, Final Mission*
August *Mindfighter*
July *Harvesting Moon, Lords Of Midnight* tips
June *Mountains Of Ket*
May *Warlord, Forest At World's End, Bulbo And The Lizard King*

1989
October *Shadows Of Mordor*
June *Rigel's Revenge*
February *Questprobe 3, Double Agent*

ANYTHING GOES!

One thing new adventure players should never forget is that you're meant to be getting fun out of it! Of course the main aim is solving the adventure, and getting the satisfaction that this gives you, but there can also be lots of incidental fun to have along the way. Just as there can be red herrings, which writers put into their games to make you think they have a purpose when in fact they don't do anything, so also are there inputs which you can type in that don't have any bearing on the playing of the game at all.

Very often you can either type CREDITS or the programmer's name and you'll get a response from the program. I remember reviewing a Tartan Software game one time and was getting


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"Extreme-ly good!"
85% C + VG
"A remarkable demonstration of what the Speccy can do."
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SPEC GENI MSE 2



nowhere with one of the problems so I typed in the author's name, TOM, just to see what happened. The result was that I broke into the code for the game and was able to see a listing of the program on the screen. TOM was a 'cheat' command that allowed the author to get at his own program and alter it while playing the game. On this occasion, in hurrying to send out a review copy, he'd forgotten to remove the command from the game and I could see what I wasn't meant to see. Not that it did me much good... a program listing is about as comprehensible to me as Egyptian hieroglyphics.

Something else to try is any one of the better known 4-letter words, though of course I only do it in the interests of reviewing a program thoroughly. It became quite a game with programmers to come up with a new response to this type of input. It was easy enough to enter a reply like "Wash your mouth out", but an adventure-writer I knew came up with a good wheeze, which was to make the machine look like it had reset because of your disgraceful bad language. On the other hand, some programmers do make the machine reset if you type in a rude word, so do it at your peril! You might end up having to reload the entire program.

Zenobi Software's games are renowned for the number of inputs that get a response and which are totally irrelevant to the game itself. They're just there to amuse the player... or the programmer. The fun is in finding them. When Zenobi were going to publish my own adventure, *One of Our Wombats Is Missing* (this month's compulsory free plug), programmer John Wilson said there was a bit of memory free and asked if I'd like to put in some incidental inputs. This month, Nicholas Sweeney of Middlesbrough has written to me with a list of them. I pointed out that I did know them, as I was the one who put them in there, though John Wilson may have added a few himself for good measure. As an example of the kind of thing I mean, try typing the following if you get bored or stuck in *Wombats*... YS, JOHN, TZER, KEZ, HELP, ZERO, ZENOBI, SANDRA, PETE, MANDY, MIKE, TOM, PAT, EKIM, LINDA.

That's not a complete list. I want to leave a few surprises for you to find yourself.

IN THE HANDS OF THE BALROG

One of the commonest questions I get asked by new adventure players is what are the 'usual' commands that an adventure accepts? And how on earth are you meant to know what they are if you've never played an adventure before in your life? Several people have specifically mentioned Zenobi Software, who might be a wonderful software house in every other way, but stand guilty of the crime of putting something about 'understands all the usual commands' in their instructions, and never listing what these commands are. So when I decided to do a beginner's special what else could I do but get on to the Zenobi head honcho, **John *'Balrog'* Wilson**, and ask him to explain exclusively for the benefit of *YS* readers just what the 'usual' adventure commands are. I expected an ordinary explanation from him. I should have known better. So for the next few paragraphs, I place my column in the hands of the Balrog.

"This game understands all the 'normal' commands...."

With the downward jab of a podgy finger Balrog punched home the last dot of punctuation and sat back to admire his work. "Mmm, see you've gone and done it again," mumbled the cat from its perch on top of a pile of blank cassettes. "Just what the heck is a 'normal' command?" it asked, scratching its ear with its paw and causing 2 large fleas to dart for safety. "What is 'normal' to you can be something totally 'strange' to somebody like me. For example it is quite 'normal' for me to wash my bum with my tongue but it would be considered very strange if you tried it!" smirked the cat, flicking its tail mischievously. "Not only strange but bleedin' impossible if you ask me!" croaked a voice from beneath a nearby stack of discarded order forms and one small cockroach came within inches of losing its life as Balrog brought his left hand crashing down on the top of the pile. "Keep your comments to yourself!" snapped Balrog and turned back to look at the cat.



"Okay," he said, "look at it like this. An adventure game is very much like life itself and as such should be treated in the same way. Approach the game with a logical mind and do what you would do in everyday life." There was a rustle from beneath the pile of order forms and the cockroach squeaked, "In his case there is no way you could do that.... not unless you gave it a triple-X rating!" He pointed his third leg in the direction of the cat. "I've seen what he gets up to with that tabby from No.10 and there is no way you could include 'that' in a family adventure." The cat grinned to itself and nodded in agreement. "Maybe not that particular thing," replied Balrog, "but you can still use the cat as an example." Balrog pushed back his chair and switched off the typewriter, before turning to the cat....

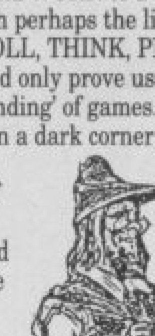
"What is the first thing you do when you go out on one of your 'jaunts'?" he asked. "Apart from washing his bum with his tongue" sniggered the cockroach. "Well," said the cat, glaring at the cockroach and vowing to sort out the little pest when the time was right, "First of all I EXAMINE the door to see whether you have locked it or not and then, if you have, I OPEN the drawer in the kitchen cabinet and SEARCH through its contents to find the key. When I find it, I TAKE the key and UNLOCK the back door with it, before I OPEN the door and go OUT."

A large grin spread across Balrog's face and he said "Right, that is what I mean. All those actions are commonplace in any adventure worth its salt. Always EXAMINE anything you come across to see what can be done with it and if it appears that you need some other object in order to carry out some action then look around until you find it... or find something that will do the same job for you." The cat thoughtfully cleaned its whiskers for a moment or 2 and then slowly purred, "I get it... do what comes naturally!" There was another rustle from the direction of the order forms and the cockroach scampered towards the safety of the open door, crying "I wonder who is going to be the first fool to type in LICK BUM and get a response then?"

The cat glared at the retreating cockroach, then shrugged its shoulders and continued, "So when I go up the path and turn EAST at the apple-tree, before I CLIMB OVER the small wooden fence in order to get into next door's petunia patch, then I am just doing what I would in any normal adventure, am I?" Balrog nodded his head and mumbled, "Yep, just that. Then when you stop and LISTEN to see if you can hear the approach of next door's dog or SNIFF the air to see if that tabby from No.10 is around, all you are doing is what you could do in any self-respecting game."

As Balrog returned to working on his next epic, the cat stretched lazily, then sauntered off to try out its new-found knowledge. Just then Balrog remembered something and with a glance over his shoulder, yelled "... and don't forget, always take stock of what you are carrying and what you are wearing!" The cat waved a paw in acknowledgement and continued on its way, secure in the knowledge that it would be able to put such words as SEARCH, EXAMINE, LIFT, OPEN, UNLOCK, CLIMB, CRAWL, OVER, ENTER, OUT and WORN to a very good use, though perhaps the likes of INSERT, UNROLL, THINK, PRISE and FOLD would only prove useful in the more 'demanding' of games.

Meanwhile, in a dark corner, a small cockroach typed in most of the common swear-words and marvelled at the workings of the type of mind that could produce such responses...



GET YOUR L PLATES HERE

Some time ago Tartan Software published a collection of 6 adventures which was put together specially for new players. Given the cunning title of *Six-In-One*, it was a good introduction to adventure games and a collection I've often recommended to people over the years. It cost £3.95. I suggested to Tartan Global Supremo **Tom Frost** that he might like to do a special offer price on it for this Beginners' Special section. He showed he's got more brains than me when he pointed out that one of the games on the original tape has already been a *YS* covergame, so why didn't he put together the best bits of the package on a shorter tape, which would enable him to sell it at a much lower price? Agreed!

The new *YS* exclusive ***Starter Pack*** costs a trifling £2.50 and contains the following goodies. First there's an introductory section which is like an adventuring tutorial on tape, and this you can read on the screen before moving on to the demo adventure also included in the same program. Once you've done this you should be ready for a real adventure, so you then move on to ***Open Door***. Should panic set in you can merely type HELP in this one to be given a full solution. This is followed by ***White Door***, which is a bit harder, and finally a one-room adventure of Tom's written mainly for fun – ***Escape***.

I think the *Starter Pack* is a terrific idea, and I'm sure you will too if you're just starting to get to grips with adventure games and want a bit of expert tuition in the privacy of your own home.

TO: **Tartan Software, 61 Bailie Norrie Crescent, Montrose, Angus, Scotland DD10 9DT**
FROM:

Name ....

Address........................

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Postcode........................

I enclose £2.50 for my special *YS* copy of your ***Starter Pack***. (Overseas readers please add £1 to cover extra postage costs.)

THE COMPLETE YS GUIDE TO FANZINES

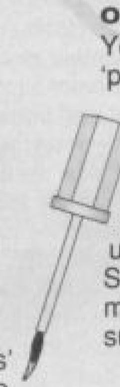


We all know what proper magazines look like, but what's a 'fanzine'? And where do they come from? And how do you go about making one? Who knows? We certainly don't. Perhaps RICH PELLEY does. Rich?

Okay then, so what exactly is a fanzine? Well, my Griffin Savers' Pocket Dictionary failed to come up with the answer, so we'll assume that it's a 'made-up' word. Made up from the words, 'magazine' and 'fans' in fact, as a fanzine is coincidentally a magazine written by fans, for fans. In other words, they are small publications produced, not in plush offices by highly-skilled, well-paid professionals (such as here in the *YS* shed, hem hem), but by some 'amateur enthusiast' in someone's bedroom in Southampton (or wherever). And the beauty about them is that there are no restrictions –they can be about almost anything (have you seen the latest issue of *Pot Noodle Lid Collectors Weekly*?). In fact, if you were to rip out the next 3 pages and staple them together then you'd have a sort of a fanzine yourself – a fanzine on fanzines so to speak. So, as you can see, the world is your oyster. But as this is *Your Sinclair*, a computer magazine, I think the most appropriate thing to do would be to stick to the ones concerning, you guessed it, computers.

So there are 2 categories of fanzine, are there!?

Yes, indeed there are. First off are the 'paper' ones, arguably the original and proper type, which tend to be done in one of 3 ways. Either a) on Granny's clapped-out old typewriter (complete with spelling mistakes, blotches of Tipp-Ex and no 'p' where the key's knackered), b) using a word processor and printer (your Speccy, a copy of *Tasword*, and that nice man across the road's printer are quite sufficient here), or, if you prefer a more posh affair, c) via 'the flash Desk Top Publishing job' which involves laying your hands on about 2 zillion pounds (try robbing a bank) and buying a really (really) expensive computer. (You know, one of those ones they always have in the window of Dixons.) But more on that later.



The other type of 'zine you sometimes come across are the disk or cassette ones. There's no paper here, simply a program



Enigma

HOW T

Eh? How should I know? Probably because (I hate to admit) I used to 'do' one myself. *Spectacular*, it was called. Founded by our very own Jonathan Davies, taken over by yours truly (ie me), and with such stars as *YS* SAM Surgeon Bob Alway contributing the odd piece or 2 (but usually just the one) it really was, admittedly, pretty crap. But look where it got us. We got to write for *YS*. Success, fame and fortune*. So what more encouragement do you want? Well, how about a guide on how to start your very own? Here are 10 easy steps. Super.

* Apart from the 'fortune' part, of course. **

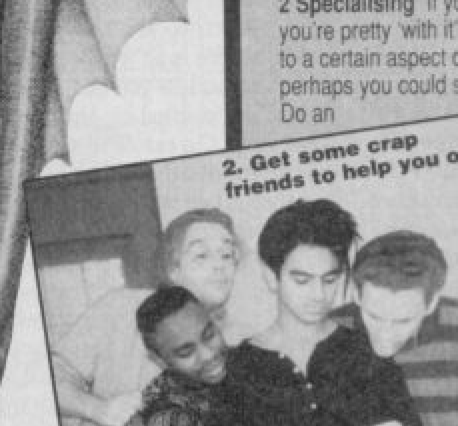
** And the 'success' and 'fame' bits are a bit dodgy too.

1 Choosing a name The first thing you'll need is a good name. For Speccy fanzines, something snappy, original and featuring the word 'Spectrum' or 'Sinclair' would be a good idea. But seeing as *Your Spectrum*, *Spectrum User*, *Your Sinclair* and *Sinclair User* have already gone, how about opting for the old punchy 'one-worder' and exclamation mark, like *Zapp!*, *Crash!*, or *Fart!* or something.



1. A dictionary – handy for learning English, which will help you think up names and write your reviews.

2 Specialising If you reckon you're pretty 'with it' when it comes to a certain aspect of computers, perhaps you could specialise a bit. Do an adventure one, or a games one, or a technical one or an everything one. If you opt for the 'everything' one, then perhaps you could gently persuade some friends (with appropriate talents) to help – trying to write an all-round fanzine



2. Get some crap friends to help you out.

which you load into your computer, and then read the on-screen pages of text. The 'uppers' for these are that you can have on-hand graphics (screenshots etc), the odd free demo or utility if you're lucky, but mainly that they're far easier and cheaper to produce as there's none of this printing out and photocopying lark. However, they're not much cop if the programming is a bit shoddy. And they're not particularly easy to read when you're on the loo either (unless you take your Speccy in with you).

So let's take a look now at a few people who, despite the fact they didn't have this indispensable guide to start them off, have still managed to successfully produce their own fanzine on paper or disk.

ADVENTURE PROBE

£1.50 from 67 Lloyd Street, Llandudno, Gwynedd, Wales LL30 2YP

First off is *Adventure Probe*, a adventure mag which proves that (contrary to popular belief) you don't actually have to have a beard to like adventures (although it helps) as it is in fact edited by a girl – Mandy Rodrigues to be precise. It's packed with reviews, tips and stuff on just about every computer under the sun, and looks, reads and basically *is* brilliant. The best fanzine ever? It's a bit of a veteran in its field as well – it's been going since the beginning of time (practically).

SPECREVIEW

50p to Michael Trim, 36 Hillcrest Drive, Southdown, Bath BA2 1HE

This one's produced by some chappy called Michael who lives within a stone's throw of the *YS* shed (providing you're rather good at throwing stones, that is). The first noticeable feature is that it's rather tiny (smaller than a £10 noted with a bit chopped off the end). The 50p price tag seems a bit steep as it's a mere 11 pages long (5 minutes' reading worth), and it's all writing (no piccies), and some of the pages are a bit nob (the tip page comprises of a note informing you that there aren't any tips). But then again, it is straight to the point, and it has got a strange 'cute' feel to it. 'Mike' is apparently also on the look-out for people to do reviews, tips and hardware reviews so contact him if you're interested.

PCG'S DTP



Desk Top Publishing, if you didn't know, is this handy way of sort of designing the page on screen, text, titles and all, and then printing the entire page out ready for use with no faffing about with scissors or glue or anything.

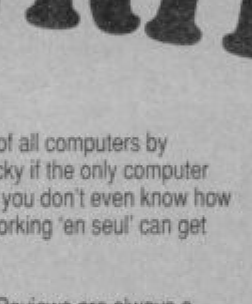
One small flaw though is that Desk Top Publishing is usually associated with really expensive computers. Here at *YS* for example, Sal and Andy (our incredibly nice art people) use Apple Macs which cost at least 3 billion pounds each – slightly out of most people's price range. If only we could do it on the Speccy, countless people have no doubt thought. Well, now you can – with a little help from PCG's *Desk Top Publishing Package*, undoubtedly the best (and probably the only) Desk Top Publishing Package on the market for mere 8-bit computers.

Lack of room means I can't give an in-depth review but suffice to say that the results you can achieve with it are spectacular considering it's all done with, to coin a phrase, "A piece of plastic no bigger than a beer mat" (ie your Speccy). Now new quality letter fonts, columns, boxes and graphics can all be yours. And it's even better if you buy the +3 version. Essentially, if you're using a Speccy and a printer for anything at all, then this is a complete life saver. (There should be an ad for it somewhere in the issue.)

TO WRITE A FANZINE

concerning all aspects of all computers by yourself could prove tricky if the only computer you own is a ZX81 and you don't even know how to plug it in. Besides, working 'en seul' can get lonely.

3 Getting the games Reviews are always a good thing to fill up some space in your fanzines. But where do you get the games from? Well, you could either buy them (although this tends to prove expensive), get some else with more money than you to buy them for you, or alternatively try to blag copies for free off software companies. Sorry, can't really be of any more help there.



3. "Lob us a game!"

4 Piccies Screenshots are important because, not only do they help break up reviews, but they also save you lots of explaining. Your best bet to do these is to get a Multiface 1, 128 or 3 or a Multiprint from Romantic Robot (there's an advert somewhere in the mag) then use either your big printer (and reduce the printout with a photocopier), or better still, one of those crappy Alphacom or ZX printers (you'll have to get a second-hand one from Input Output or somewhere) and the SHADES program in Pitstop in issue 29. Bingo! Small, shaded convenient sized screenshots are all yours.



4. A screenshot (and its printer).



5. A quick 'siesta'.

5 Right then You've done a review, dumped a screenshot, written an extremely interesting feature, typed it all out on a Tasword on your Speccy and printed it out on a printer. Carry on, you're doing great.

6 Designing the page Is a pretty important factor because you'll want your magazine to look professional. Naturally, I'm not nearly qualified enough to give you any useful information, so here's Andy Ounsted with some more info...

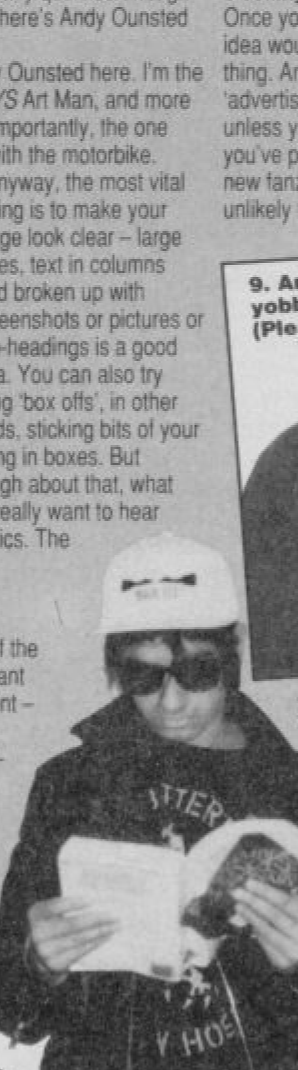
"Hello. Andy Ounsted here. I'm the *YS* Art Man, and more importantly, the one with the motorbike. Anyway, the most vital thing is to make your page look clear – large titles, text in columns and broken up with screenshots or pictures or sub-headings is a good idea. You can also try using 'box offs', in other words, sticking bits of your writing in boxes. But enough about that, what you really want to hear about it are some of my motorbike antics. The other day..."

Er, thanks, Andy.



6. Er, yes. Vroom vroom, Andy.

7 House styles Of course, the look of the thing isn't necessarily the most important factor; what really matters is the content – ie the stuff what's in it. A good idea would be to opt for a particular 'style' – make it all really wacky or really square or something. Actually, perhaps that's a bit of a crap idea. Try going for an all-round style which will appeal to the most people.



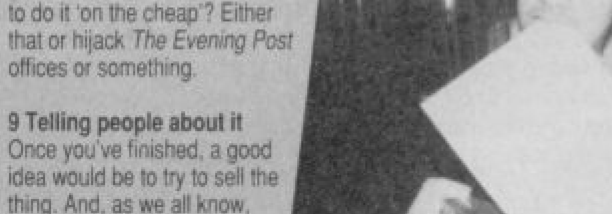
7. 'Dressing' up your fanzine.

8 Getting it printed Unless you're going for a tape or disk mag, then don't forget you'll have to get it printed. Photocopying is your best bet here as those Print places tend to be rather expensive unless you're going in for mass distribution. Perhaps you could get a friend or relative or teacher to do it 'on the cheap'? Either that or hijack *The Evening Post* offices or something.



8. A photocopying machine.

9 Telling people about it Once you've finished, a good idea would be to try to sell the thing. And, as we all know, 'advertising sells' because unless you tell the world that you've produced this great new fanzine, it is rather unlikely to come round to your house to buy a copy. Local computer shops, other fanzines and even good old Input Output (at the back of *YS*) are rather handy when it comes down to advertising, so that's probably worth bearing in mind.



9. And finally here are our 2 YS advertising yobbos, Simon Moss and Philip Davenport. (Please stop breaking his arm, Simon.)

10 Er, you'd better make that title 'Nine easy steps'.

FROM BEYOND

£1.50 (£4.50 for a 3 issue subscription) to Tim Kemp, 36 Globe Place, Norwich, Norfolk NR2 2SQ

FB (for short) is a Speccy-only adventure mag and the brainchild of young Tim Kemp. We decided to ask him a bit about the running of the fanzine. (Well, actually, we copied out bits of the letter he sent in.) Anyway, over to you, Tim.

"The fanzine is produced using an Amiga and a Desk Top Publishing package, and printed out on an aged Amstrad printer, and then duplicated at a place called Pro Print.

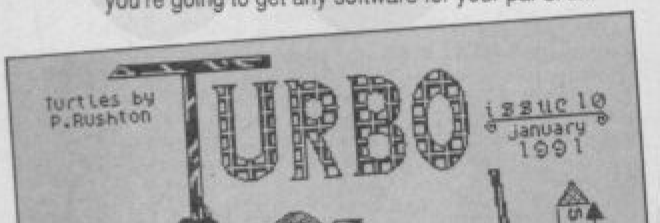
"Profits from the sale of the 'zine are very small indeed," and, please note, "it's simply the love of doing it that motivates me, not my unbridled lust for money." The latest issue contains reviews, interviews, letters, a helpline, puzzles and loads more entertaining and well-written features spanning over 50 professional-looking pages. Basically, it's one of the best fanzines I've ever seen which I'd say is recommendation enough to write out a cheque to Mr Kemp immediately.



TURBO

£10 for an annual subscription to *Turbo*, 8 Healey, Lakeside, Tamworth, Staffs B77 2RF

Whereas "Hmmmm", "Well, errrr" and "Um, I just have to pop out to the shops for a minute" seem to be the replies given when most software companies, hardware people and (even) magazine editors are questioned about they're lack of recognition towards the SAM Coupé, Adrian Betts and his chums have certainly come up trumps with their rather impressive bi-monthly SAM Coupé mag, *Turbo*, which has been running successfully since the beginning of last year. Essentially, I'd say that every SAM owner should subscribe now because the mag contains everything a SAM owner could ever want with news, reviews, tips, maps, interviews, programs and the like. Subscribing to *Turbo* also gives you access to the PD library (with free disk) where you can obtain games, utilities and demos for as little as £1.50 which is a bit of a bargain really because sadly these PD libraries are the only real way you're going to get any software for your pal SAM.



RE-RUN

25p + stamp (50p without) to Robert Frosdick, 1 Northolme Close, Grays, Essex RM16 2NX. Make cheques payable to 'Essex Computing – A Young Enterprise Scheme'

This one is more your 'average' fanzine. 'Average' in that it concerns all topics for all 8-bit computers, and not 'average' in the case that it's, well, 'average' and not very really good. Which it isn't. *(Get on with it. Ed)*

At a mere 25p, we're talking a bit of a barg here in fact. Skipping through a back issue I found a Speccy review of *Klax*, some news on some weird thing about the Atari 8-bits, an article on Freescape, some hints and tips for the Amstrad and a weird BBC thing.

Judging by the layout, it's a 'type it out, print it out and stick it all together' job which is probably most people's best bet. If you're looking for a varied, amusing, unbiased and rather nifty fanzine then you can't really go wrong.



Here's the editor, Mr Robert Frosdick, in action. (Commiserations about the name, Rob.)

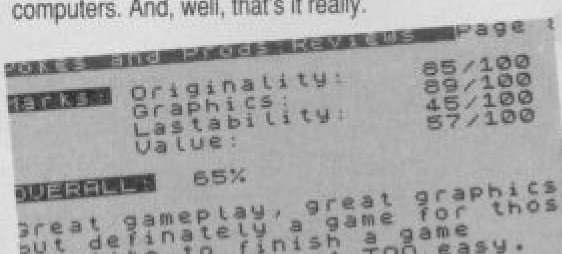
POKES AND PRODS

£1.20 from 17 Woodstock Street, Hucknall, Notts NG15 7SP



Here's Scott taking time out from editorial duties.

Scott Griffiths is the man responsible for the *Pokes And Prods* tape fanzine, started just over a year ago (whilst he was bored in the summer hols). The latest has got over 10 short but clear and easy to follow reviews, over 20 tips for different games (although the originality of the tips is slightly questionable), and a bit more besides. The thing is written entirely in BASIC, which naturally is what you have to do if you're not an absolute genius at computers. And, well, that's it really.

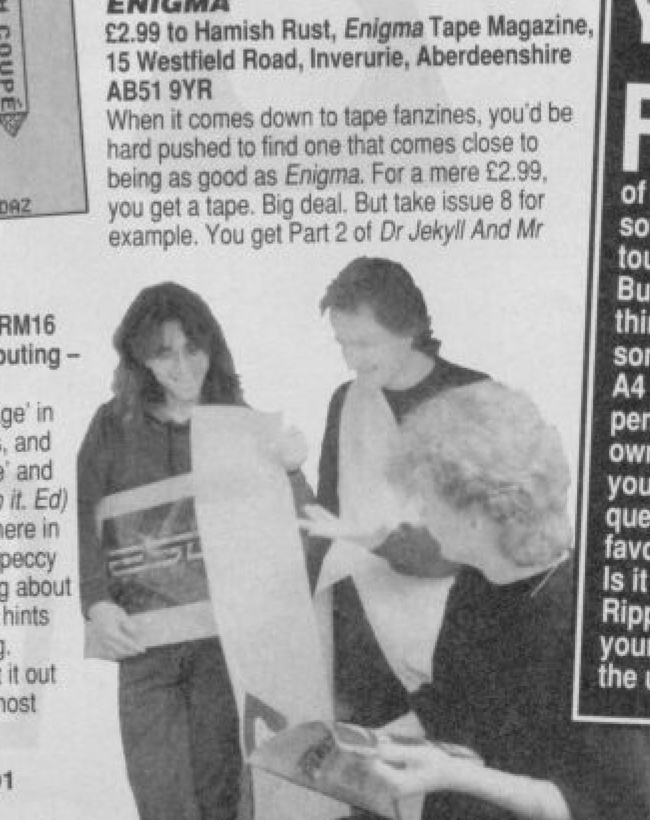


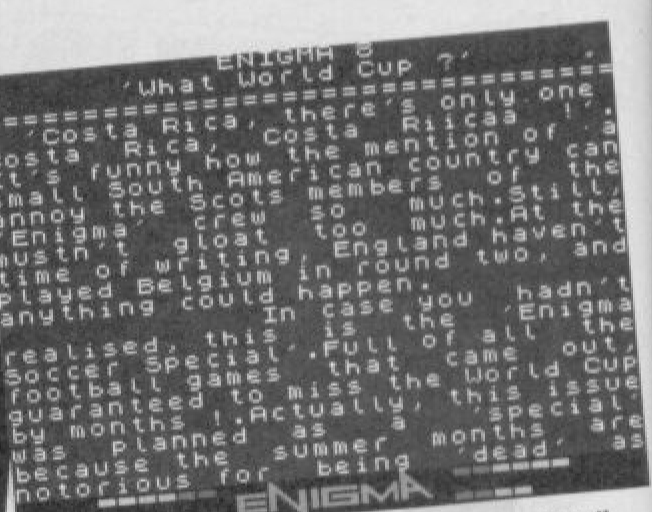
Watch that spelling, Scott! (We think you *definitely* need a dicshunary.)

ENIGMA

£2.99 to Hamish Rust, *Enigma* Tape Magazine, 15 Westfield Road, Inverurie, Aberdeenshire AB51 9YR

When it comes down to tape fanzines, you'd be hard pushed to find one that comes close to being as good as *Enigma*. For a mere £2.99, you get a tape. Big deal. But take issue 8 for example. You get Part 2 of *Dr Jekyll And Mr Hyde*, an ex-*YS* Megagame adventure (Part 1 was on the last issue), and a free game – *Hyperlane Plus* (which is really rather good).





Ah, the summer of 1990. How we remember it well. Rome, Gazza, the semi-final against West Germany, it all seems such a long time ago now. (Which makes this a bit of an old issue really!)



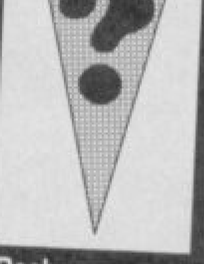
As for the actual 'mag', well, it really couldn't be any better. It's all in machine code which means that there's lots of natty special effects throughout and even some groovy tunes to listen to whilst you read, nicked from *Joe Blade 2* (but unfortunately 128 only). As for the actual content, it's extremely well written and covers a wide variety of topics (although each bit has to be loaded in separately, but let's not be picky). To sum up – if you want a tape fanzine, with the added bonus of freebies on the other side, then get your chequebook out right this jiffy.



Here's that *Enigma* team in full (L to R) – Stuart Robertson, Hamish Rust and Graeme Robertson (with the long-haired Richard Fox down in the other photo at the bottom).

WIN EVERYTHING YOU'D EVER NEED TO START YOUR OWN FANZINE!

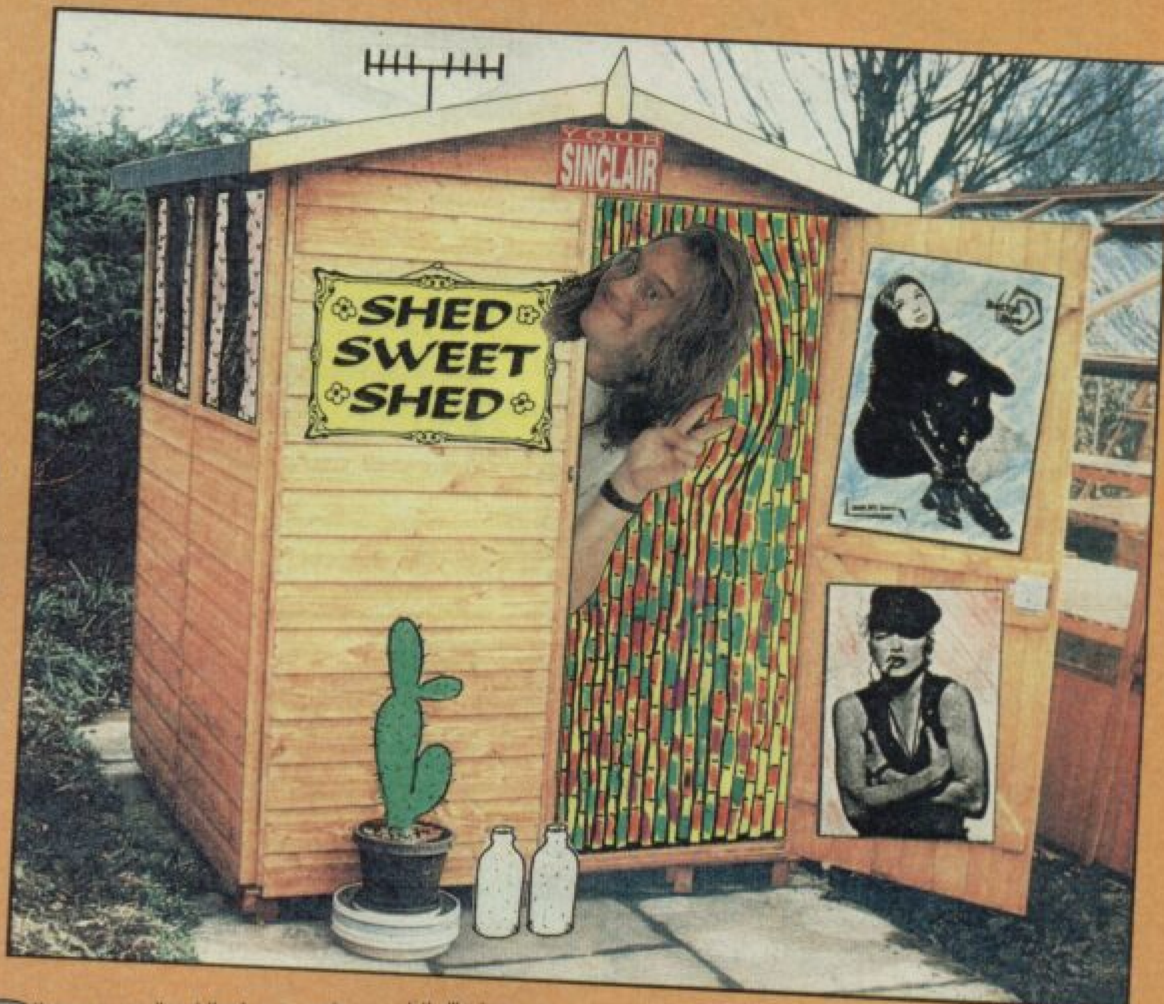
Fancy getting your hands on a trendy Apple Mac computer worth thousands of pounds, complete with software and laser printer? Well tough luck cos, er, you can't. But we have got the next best thing on offer. That's right – some Pritt Stick, a pad of blank A4 paper and a packet of felt-tip pens – all you need to start your own fanzine. And they could be yours if you answer this simple question – what is Sal's favourite flavour of ice-cream? Is it a) Chocolate b) Banana or c) Rasberry Ripple? And the tiebreak question is – what is your favourite flavour of ice-cream? Answers to the usual address please.



GET SOME CRED!

WIN A SHED!

(It's worth over £250 and it's nearly as nice as ours!)



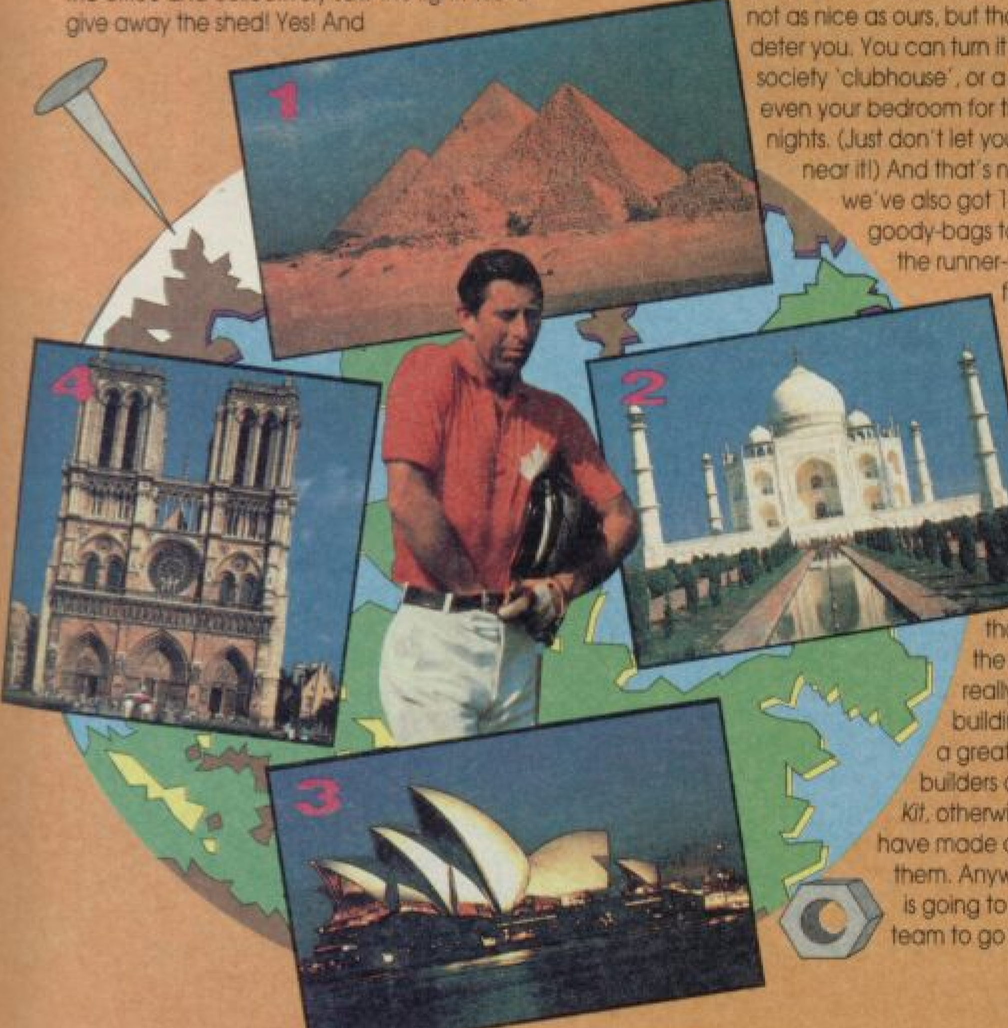
3D Construction Kit, eh? What a corker that's going to be! You may remember Andy gave it the sneak-preview treatment a few months back and sang its praises so high we had to grab hold of his ankles to stop him disappearing through the hole in the roof!

So what is it exactly? Well, it's a sort of incredibly posh Lego set! It's based on the Freescape programme that Incentive made *Castle Master* with (so that's a good start!) and basically lets you create anything under the sun with lots of spooky 3D polygon structure thingies! And not only that – when you've finished what you're doing (say, a village with lots of houses with rooms) you can go back and actually walk through it all! It's unbelievable! (But true!)

Yes, yes, but what's all this about a shed then?

Of course, when you've got a compo based around something as incredibly fantastic as this then you've got to come up with a pretty good prize (not to mention a 'constructiony' one). And that really got us stumped. We "ummmmed" and we "aarrghed" until suddenly, one morning, right in the middle of our elevenses (at 10:45), we looked around the office and collectively saw the light. We'd give away the shed! Yes! And then we realised that was perhaps a bit silly (cos we wouldn't have anywhere to do the mag anymore), so we decided to give away somebody else's shed instead. Bingo!

At the moment it belongs to B&Q, but in no time at all it could be sitting in your back yard, proud as a peacock! It's 5 ft by 5 ft, with ship-lap cladding, a chalet-style roof, a door and a couple of windows, and even a name – it's called a 'Bewdley'! Hurrah! Of course it's not as nice as ours, but that shouldn't deter you. You can turn it into a secret society 'clubhouse', or a shop maybe, or even your bedroom for those hot summer nights. (Just don't let your dad anywhere near it!) And that's not all! Because we've also got 10 Domark goody-bags to give away to the runner-uppers too. C'est formidable!



So what's the catch?

A-ha. Well, as it happens, we've been speaking to Prince Charles, and he's told us that dotted around the world are some really rather crap buildings. Indeed, it's a great pity that their builders didn't use the *3D Kit*, otherwise they might have made a better job of them. Anyway, the *YS* crew is going to hire a demolition team to go off and get rid of these naff eyesores and build useful car-parks in their place instead. But although we've drawn up a list up of buildings, we're not too sure where they are. So we need you to tell us. Just jot down the names of the countries they're in next to the corresponding numbers, slap the coupon onto the back of a postcard and send it in to *But What If I Don't Have A Back Garden?* Compo, *YS*, 29 Monmouth Street, Bath, Avon BA1 2BW. And the closing date's June 15th 1991.

RULES

- If you work for Future Publishing or Domark you're obviously completely 'off your shed'. (It also means you can't enter this compo.)
- Andy's word is final. (Karma is another of his words.)
- You'd better get your entry in by 15th June 1991 cos that's when we're locking up.

I really fancy Judith Chalmers on *Wish You Were Here* so I know exactly where all the buildings are! Hurrah! And here are my answers...

1 ....

2 ....

3 ....

4 ....

My name is ....

And my address is ....

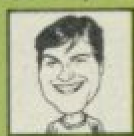
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.... Post Code ....

RBI 2

Domark (Tengen)/£10.99 cass/£14.99 disk



James What's all this 'baseball' malarkey about then, eh? I mean, people wear 'baseball' boots, and put 'baseball' caps on their heads – but everybody knows the game they're really talking about is rounders.

Of course, that doesn't sound half as street-cool and hip – which is probably why the Americans changed the name. Anyway, whatever you call it, it's a darnn simple game to understand so without further ado let's get out there and have a bit of a bat, shall we?



Time to 'select your starters', folks. (I'll have the garlic mushrooms please!)

Mine!

RBI 2 is a 3D simulation, in which you get to become your very own baseball team. You start off by selecting the American city you want to represent, then you pick a pitcher (the blokie who chucks the ball, not a jug with handles) and finally an opening batter (the blokie who hits the ball, not a pancake mix).

Still with me? Good. Then the scene shifts to the ballpark. If you're fielding, your 5 blokes automatically take up sensible positions, so there's no faffing around. The pitcher stands on his mound, and then it's all up to you.

When batting is in progress, a blown-up view of the pitcher and batter is shown (so you can see what you're doing presumably). If you're pitching, you can move from side to side choosing the best angle, and also set the joystick to do fast or slow deliveries and curve balls. And it actually works! With a bit of practice you get to know which balls certain players have trouble hitting and which they like. The batter is finally out if you throw 3 balls which he misses. (And that's the origin of the "Strike 1, Strike 2" saying, fact fans.)

But if the batter hits then you've got to run your men, footy sim like, until they 'field' the ball (which basically means 'going and fetching it'). They've got to throw the ball to any base with an opponent running to it. The joystick controls takes some getting used to (it's a case of getting your stick in the right position and pressing Fire), but it works brilliantly when you do. (You've no idea how satisfying it is to whip the ball from the outfield straight into a base's hands just before the computer's little man wheezes up to it!)

Up, up, and away!

Batting is an altogether easier option. You see the same close-up view of the batter and pitcher, but this time you must move the batter into the best position. It's trial and error, but after a couple of games you'll have the measure of it. But here's the dodgy bit. Once he hits, your batter automatically runs to first base. Any other men you have on other bases also run automatically. The only control you have is to prompt a



The ball get a trifle big compared to your size but you soon get used to it. (You still miss the ball though!)

THE HU
RED OC

Grandslam/£10.99 cass

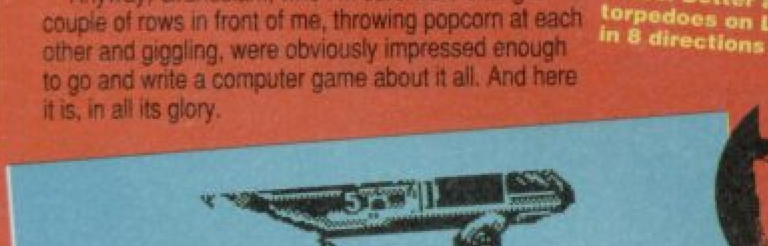


James I watched this movie on tenterhooks, nervously wondering when the Russians would spot Sean Connery's Scottish accent underneath that rather crap Russian one he put on. Of course, they never did, so he got clean away with one of their massive nuclear submarines stuffed up his jumper. What a guy. *(And he was the best James Bond as well! Ed)*

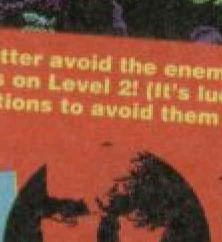
Anyway, Grandslam, who I'm sure were sitting a couple of rows in front of me, throwing popcorn at each other and giggling, were obviously impressed enough to go and write a computer game about it all. And here it is, in all its glory.



Yikes! Better avoid the enemy mines and torpedoes on Level 2! (It's lucky you can move in 8 directions to avoid them really, isn't it?)



Who's that little chap falling onto the top of Red October then? Probably a singing telegram we'll be bound!



The game is split into 5 levels which loosely follow the plot of the film. Level 1 sees you controlling a helicopter hovering over the surfaced Red October. Dangling down on a rope is a little American man who wants (for some reason) to jump onto the top of the sub. The rough sea and strong winds mean that you must juggle the copter's controls until the poor bloke's hanging over the conning tower. You then hit Fire to release him and watch as he tumbles to his death on the side of the sub. What's worse is that you've got one chance at this. Fail and it's Game Over. (There's a knack to doing this bit, and, until you learn it, you'll get very annoyed – it can really get on your nerves!)

Right – what's next?

Well, Level 2 is actually. And it's a horizontal right-to-left scrolling shoot-'em-up. You control the sub as it enters underwater caverns filled with enemy torpedoes, mines and subs, all of which are doing their best to spring leaks in your hull. Blast your way through, avoid the rocks and, er, that's it. Although simple and rather old-fashioned, this bit is actually very playable. It's fast, fairly slick and it's got that I-know-I-can-get-further feeling which keeps bringing you back to it just when you thought you were completely fed up, and just decided to go and watch the TV instead.

After that, you've got to dock a small minisub up to the hatch on the back of the Red October. It's pretty much the same idea as



SO HOWJA PLAY IT DEN?

Baseball is an easy game. Basically, the rules are as follows.



Someone throws a large ball at your head very hard. To stop it smashing into your face you must deflect it with the bat. Then you must run as fast as you can towards first base, where you dive headlong into the ground before the ball arrives. When it does, it'll be doing roughly the speed of sound, and will usually connect with the back of your neck.

The next batter hits, forcing you to move your crippled body towards base 2, where a very big man will tread on your hands in his steel-spiked boots. At base 3 you will collide with a team-mate who, suffering from concussion, has wandered off in the wrong direction. The impact will fracture your collarbone. And at base 4 you'll have completed a run and will be mobbed and jumped on by your team-mates, ensuring an extended stay in hospital and all the grapes you can eat.

man to keep running when he would normally have stopped. It would have been nice to have control of at least one of the runners – but no, you have to just bite yer nails as the bods paddle round slowly to the next base.

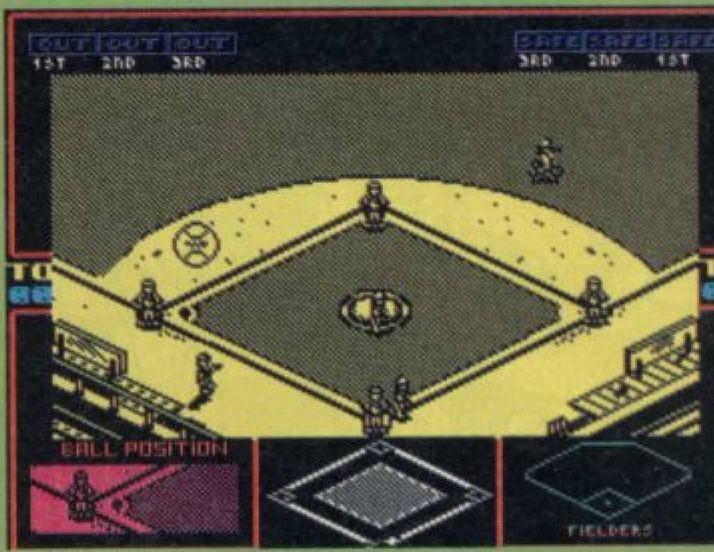




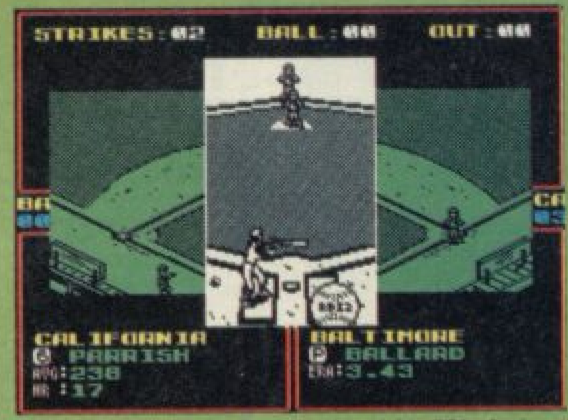
Although this can seem like an eternity (like the speed your men run at when they're fielding), the game is pretty quick, and the scrolling as the ball is followed around is nice and neat. A little screen below the main display tells you exactly where the ball is and who's nearest to it, while another displays a radar-type view of all the action. It plots the positions of the ball and all the players, so for the most part your eyes will be glued to it when you're in to bat.

The aim is to get your men round all 4 bases safely. Once 3 blokes are out, the other team has a go. There are 10 rounds of this to-ing and fro-ing and each one lasts a couple of minutes (or less if you're completely atrocious at it). This quickfire approach is completely different to, say, cricket, and it's certainly a lot more exciting, that's for sure.

Baseball is hardly the most obvious thing to do on the Spec (you might fall off, hur hur), but Domark have managed a pretty spiffy job here. The only niggle, as I've said, is that you do a lot when you're fielding, but you tend to sit back and watch your guys struggling when it comes to the batting bits. Oh well. Variety is, as they say, the spice of life.



And here's the so-called 'diamond' where the pitcher, er, pitches the ball and you just stand there shaking your legs a bit. (Well, that's what I do anyway!)



STRIKE! (Which is 'Baseballese' for "Oh drat, I've just jolly well dog-gone missed the ball".



finalverdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS
77°	80°	81°

DIAGNOSIS

Good representation of baseball, and a lot of fun. Don't control as much of it as you should though.

INSTANT APPEAL 78°

UNT FOR CTOBER



Level 1 really (which means it's just as frustrating). It all takes place on one screen. Easy, you might think. But the sea current is wicked, the minisub is nearly uncontrollable and time is running out. It's tear your hair out time! (It makes you wonder whether people in the Navy have to go through this every day in real life.)

But eventually you'll get the hang of it. Or, if you don't, your grandchildren might. Then, tired and aching, you'll look forward to a nice rest. But what happens? A furious joystick-waggling sesh, that's what! Having docked the little sub, you've got to open an airlock with your bare hands. This simply means waggling the stick until your energy bar reads maximum. No skill involved and not much fun (unless you love waggling). Then the door creaks open and you get sucked through. Phew!



The minisub bobs around above the Red October. You have to dock the little bubble on its underside with the bump on the October's deck. (Or something like that anyway!)

Now it's time to get out while the going's good. Once more in control of Red October, it's back to the horizontal blasting. More enemies, more missiles and smaller caverns (= more sweat), but the level is pretty much the same as before. Although I think that this is the best part of the game, it would have been nice to see a few added features the second time round. As far as I could tell, there was nothing new to be seen, just more of the same.

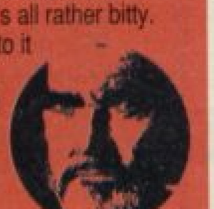
And finally...

After all the effort you've put in, one of your crew decides he's going to muck everything up. He runs off through a small door marked 'Never, ever go in here, ever' which leads into the nuclear reactor room at the back of the sub. And, being a real idiot (and unaware of the dangers of radiation), you follow.

Inside, you see the reactors lined up and, every so often, the ship's cook (for it is he) peeps round one of them. You must shoot him with your trusty pistol, having first centred the cross-hairs (ideally on his bonce). If you miss, you'll get one of the reactors. And as they contain enough radioactivity to melt the entire solar system into a hideous porridge, you'd better be pretty careful. It's a sort of mini *Op Wolf*-ish bit,so it's something you'll have seen before (but probably done ever-so-slightly better).

Anyway, with some impressive marksmanship, you'll hit the cook a few times and kill him, miss the reactors, sail to New York and get outrageously drunk on foul-smelling rum (like sailors are supposed to).

And there you have it. *The Hunt For Red October* is quite nicely done, but all its sections have been seen before in other forms. What's more, it's all rather bitty. And it's also got of a 'small-time' feel to it that makes it pale quite a lot next to bigger games from the likes of Ocean or US Gold. But it's not dire or unplayable, so you can have some fun with it. (Probably.)





finalverdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS
66°	63°	67°

DIAGNOSIS

Hmm. The bits don't hang together as well as they should. The shoot-em-up parts are fun though.

INSTANT APPEAL 65°



ONE DAY AT THE MARKET...
LOOK! COMPUTER GAMES!
HANG ON... THESE LOOK LIKE COPIES!
BLOGGOS POW
AND THIS DEFINITELY IS!
'ERE... YOU TWO BUY SOMETHING OR NAFF OFF!!
YOU SHOULD'NT BE SELLING THIS STUFF... IT'S AGAINST THE LAW!
AND I DON'T LIKE IT
BLOGGO'S POW
LATER
HELLO, IS THAT F.A.S.T. ?

BARGAIN BASEMENT

RICH PELLEY goes dizzy over the latest batch of Codies games and JON PILLAR has quite a bit of trouble getting a word in edgeways.

TARZAN GOES APE

68°

CodeMasters/£2.99

Rich The title to this game is a rather amusing pun because the 'local' witchdoctor (Witch doctor? Oh, that one. Ho ho ho) has turned Tarzan into a monkey. I mean 'ape'. So he has indeed "gone ape" as the title suggests, as well as no doubt being rather cross. Anyway, you take the part of Tarzan, in monkey form, and your only hope of becoming human again is to to collect the various ingredients needed to make a special magic potion. (Sounds ever so like the up-and-coming *Toki* from Ocean, if you ask me.)

As with most Codies game of late, it's all a simple concept. You start at the bottom and have to reach the top of each vertically-scrolling level by jumping between platforms and climbing vines, killing nasties as you go by throwing rocks at them. The ingredients have been conveniently scattered throughout, and bananas and doughnuts can be also collected for score as you go. Death is always a result of you walking or jumping into a baddy as they don't actually come at you (and it can be a bit too easy to kill yourself in the process when all you really wanted to do is climb a vine).



There are no other probs as far as the programming goes (the graphics are fine for a start). It's just that after minimal plays I found that the novelty soon wore off and boredom set in. There are different levels, to say nothing of the different baddies and backgrounds and bonus levels too, but so far as the gameplay goes nothing really changes. It's a shame, because with a bit more to it (the screen scrolling horizontally as well for instance) it would have been a bit of a corker. This is just one of those games that's slickly programmed, but at the end of the day everso slightly too simple and repetitive. Ho hum.



Lush stuff, eh? David Bellamy would have a field-day in all this undergrowth.

KAMIKAZE

68°

CodeMasters/£2.99

Rich I don't know who it was who said "This is just one of those games which is slickly programmed, but at the end of the day regrettably just too simple and repetitive," but whoever it was should receive a hearty round of congratulations (and perhaps even a pay rise) because that's exactly what's wrong with *Kamikaze*. It's a simple horizontally-scrolling shoot-'em-up with you in a plane attempting to complete (and I quote, again) "An incredible do-or-die mission to rescue top-level military hostages from a fortified enemy base". This is done by taking off in your (rather puny) plane, flying horizontally

CJ'S ELEPHANT ANTICS

85°

CodeMasters/£2.99

Rich Not fancying the prospect of spending the rest of his life in an zoo, CJ The Elephant has bailed out of the aeroplane which was taking him to England, using a nearby umbrella as a parachute. Worse still, he's landed in France, with miles (or at least levels) to go in order to get back to his loving family in deepest Africa.

A slightly unfeasible plot, yes (elephants opening umbrellas?), but still a pretty decent multiway scrolling platformy game – a bit like a scrolling *Rick Dangerous* dare I say (not that that's too much of a bad thing of course).


Here we see CJ and his pal having a few of his antics.

Firstly, as in *Ricky D*, the majority of the baddies walk along short platforms in set patterns, and so have to be shot with a peanut (lethal apparently) or bombed with a bomb (if you've collected some). None of this is too tricky, although it does take some time to work where to stand so it's the baddy that's killed, and not you. Also rather *Rick Dangerously* there are spikes and stuff everywhere (usually directly below you when you leap from a platform and impale yourself on one) so the trick in order to progress is to sort of memorise the layout of each level.

At this point in the review, I think it might be appropriate to mention the graphics, the sound, and how addictive and playable *CJ's Elephant Antics* is (if at all). Well, the graphics are quite colourful and well drawn (though you do merge in with the background), but the scrolling is extremely jerky. Tsk. And the sound is okayish too. As for addictiveness, well, it comes out trumps (or should that be trunks?), mainly because it's easy to progress (although some parts are seemingly impossible to pass without losing a life). There's a number (I'm not quite sure how many) of different levels, each one set in a different country with varied backgrounds, baddies and end-of-level nasties which adds variety and stems the flow of boredom (although the initial screens admittedly do get repetitive after a while). One extra bonus is the simultaneous 2-player option where the players take a CJ each and work together, which I imagine would up the fun factor considerably (even if it is rather pointless as far as the gameplay goes). A severe lack of friends however means that I can't supply you with any conclusive evidence on that one. *(It's a sad story. Ed)*



Okay, so he's hardly going to become as famous as Nellie or Undercover, but if we forgive it its jerky scrolling and severe lack of originality, I'd say that *CJ The Elephant* deserves to become a bit of a star. *Antics* is simple, cute, clean and clichéd fun, and certainly worth its bob or two.

along and killing the enemies. Rather than attacking huge waves of baddies, here you have to sort of pick them off one at a time. If you don't kill one then the chances are it'll probably kill you. There are lots of buildings which you fly over, and so, to avoid crashing, most of the gameplay takes place in the top quarter of the screen.

Luckily there is a point to all this – the game is divided up into missions. Simply (although that's probably not quite the right word) all you have to do is to find the plane carrying the dynamite, shoot it and catch the explosive before it hits the ground. Then dive down into the enemy HQ (a castle on the first level for some reason), and this will explode letting the hostages free. At least, that's what's



You just sort of buzz around a bit really. (And, er, that's it.)

supposed to happen according to the instructions, but I never got that far even though I played it for ages. It's a bit hard, you see, and in that frustrating sort of way which deters you from wanting to play it for very long.

SLIGHTLY MAGIC

94°

CodeMasters/£2.99

Rich The thought of yet another *Dizzy* clone may seem almost as unappealing as the Codies bringing back *Cheggars Plays Pop*, but it's what they do best (apart from making heaps of cash of course) so I suppose we'll let them off just this once. The best way to explain about this one is for you all to put on your magic thinking caps and imagine, you guessed it, *Dizzy*. Then, get rid of the egg, and stick a large, well-animated magician blokie, called Slightly (cruel parents) in his place. After that, start solving puzzles to enable yourself to gain magic powers, escape the castle you're stuck in and rescue the Princess who's been kidnapped by the evil, cruel and sunburnt dragon. Again, everything is done *Dizzy*-style but with the added bonus of spells. These spells are effective once collected and combined with the corresponding object, and are used for a variety of things to allow you to progress further. Indirect clues are given to you during the game which hint towards which spell to use and when. (Incidentally, only 2 objects, or spells and objects, can be carried at once and both have to be used to complete the game.)

I promise not to mention *Dizzy* again honest guv, but another similarity is how you've got to time it just right on the old Jump button to avoid killing yourself on some deadly object (or in some cases, draining your energy). This is almost always how you lose your lives (of which you have 3) but it adds to the addictiveness and lastability of the whole thing as you're always working out what you did wrong and how to get further next time with every game. The scale of the thing is pretty vast too (I know – I've finished it!). The 0898 helpline is on offer here once again if you get stuck, which provides ample opportunities to 'accidentally' dial the wrong number and listen to something more interesting instead (but not really, kiddies – we'll leave that sort of thing down to the old pervs, and Andy).

Talking of progressing (which we were a minute ago), the Codies certainly seem to have got this flip-screen arcade adventure lark sussed out pretty well. In fact, I'm even going to say that *Slightly Magic* is better than the *Dizzy* games, because with the addition of spells (and having to collect them all, plus lots of other objects, in order to complete the game) you've got to think quite a lot more about what to do rather than simply using the correct thing in the correct place. The graphics and presentation are excellent too – full of colour and some nice bits of animation (such as the way you can sink into your cloak to duck) and some absolutely brilliant 128 soundtracks. All in all, *Slightly Magic* is, well, absolutely 'magic' really.





1 You. (Actually there are 4 of you, but don't worry – it's just because we've stuck loads of screenshots together!)
2 Here's a dragon, who won't let you past. How about a drink (from the appropriately-coloured bucket, of course).
3 Your magic wand – you need to match this up with the spell book before you can cast any other spells.
4 Er, you again.
5 A magnet. Good for picking up pins and things which you can't otherwise reach.
6 This blue bucket of water would be handy to get past that blue dragon over there (then you'll be able to pick up that thing next to him).
7 A spooky ghost. (Avoid.)
8 If you should, however, want to scare away any other ghosts, then pick up this skull and use it in a spooky spell.
9 Some spikes.
10 Hello, Mr Rock Person. Would you like some rocks for your tea?
11 Rember that magnet? Well, you could use it to pick up the pin, and then use that in turn to burst the bubble.

GRYZOR

82°

Hit Squad/£2.99

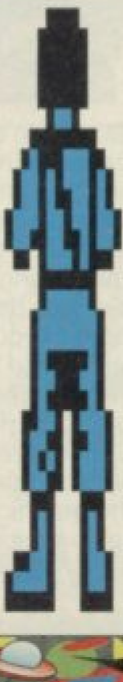
Rich *Gryzor* might very well sound like the noise you make when you're trying to go to the toilet (or is that just me?), but it is in truth a rather large multipart (and multiload) scrolling kill-'em-up. It's a coin-up conversion as well, and despite the fact that it's an ex-*YS* Megagame from way back in 1989, and that (at first appearance) the graphics look rather shoddy, it still plays surprisingly well and is rather addictive. There's some stupid plot to do with aliens invading Earth again, but what you really want to know is what the game itself is all about. Well, whilst interacting with the scenery (such as choosing to run along the ground or wade through the water) you run along, kill people, shoot gun turrets and upgrade your gun to bigger and better things. At least, you do on the first level (and a few other ones later on), as Level 2 is completely different. Here, you have to negotiate your way through a 3D maze, which is done by standing at the bottom of each corridor, blasting aliens at the top, avoiding nasty zaps of electricity and turning either left or right. It may sound like a bit of a 'sub level', but it's a lot trickier (and more fun) than it may first appear.



Er, which way did you say the toilets were again?

Level 3 is more blasting as you climb up this cliff-face, avoiding falling boulders as you go, and Level 4 is a strange sort of firing range type level. Apparently, after this the levels sort of 'repeat' themselves, but are all changed for added excitement.

The only problem is that there've been stacks of this type of game before (they always seem to work well on the Speccy), and the ones that appeared after *Gryzor* did have proved far better. But since none of these better ones have been released on budget yet then I'm afraid you're stuck with this one. Don't worry – it's still pretty good, just ever-so-slightly dated.



DIZZY PANIC

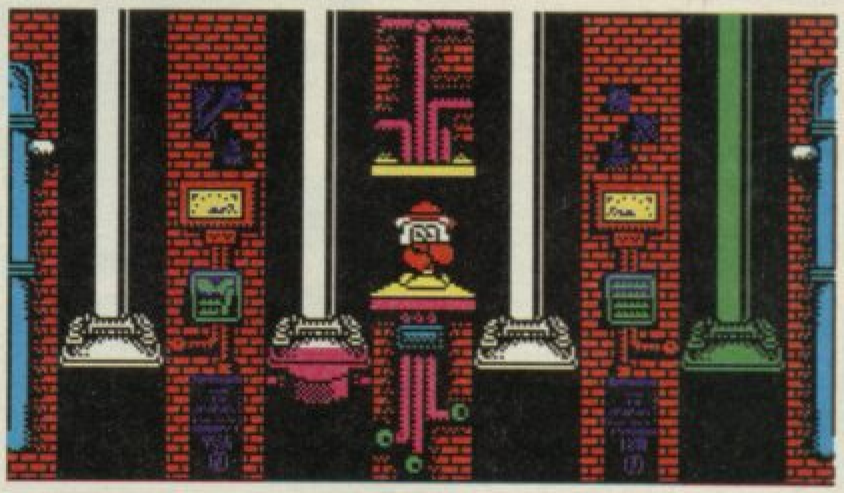
CodeMasters/£2.99

49°

Rich The gameplay to this one is extremely simple, which certainly makes explaining things a lot easier. There are 4 things at the top of the screen which deposit coloured shapes at random intervals, and at the bottom there's a line of holes. You have to move this left and right so each shape falls through the corresponding hole.

Those 'things' at the top of the screen move gradually downwards – they move up if you can get two or more shapes to fall though holes simultaneously, but if a shape misses the correct hole then they move down loads (and won't move up again). Get enough shapes through holes, and the bar at the bottom changes, and (on later levels) new shapes start falling. You can choose your starting level as well.

Simple, eh? Yep. Boring, eh? Yep. In fact, completely tedious, eh? Yep, 'fraid so. Of course, this could be because I'm now a mature responsible adult (cough) because I'd imagine that it's one for the "younger players" (as we often refer to them). It may appeal to them, but as most would prefer to be blasting the crap out of some mutant alien scum, I'm afraid that it's just too much of a nob idea. (And it has nothing to do with Dizzy either – he simply sits in the middle of the screen and does nothing. What a con, eh?)



It's a bit like *Tetris* really (sort of). Just not half as good.

ARKANOID 2

The Hit Squad/£2.99

90°

Rich *Arkanoid 2* is that game which everyone wants to play when they come round to your house. I even caught my Mum having a sneaky go on it once when I came home from school.

Knocking bricks out of a wall may not sound like a particularly amusing pastime, but the likes of *Thru The Wall*, *Batty*, *Arkanoid*, and this, the best of the clones, have proved that theory wrong. It's an utterly brilliant idea and more addictive than a packet of Jaffa Cakes (and probably just as chocolatey).

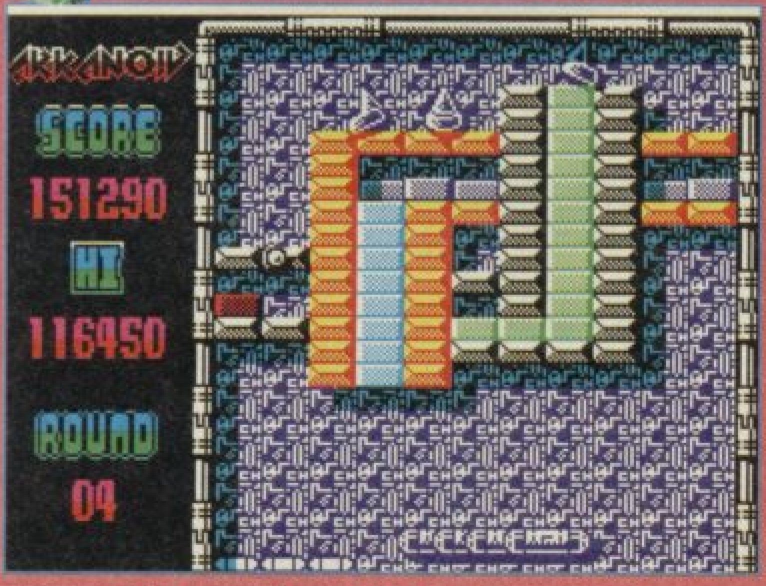
Simply all that happens is that a ball bounces around the screen knocking bricks out of a wall at the top, and you have to bounce the ball on a bat until all the bricks have been knocked out and you get onto a new screen. You probably knew that already of course, but what you may not be too clued up on are the multitude of extra features available.



Firstly, the bricks. Some just disintegrate on hitting them, as you'd expect, some need more than one hit before they'll go, some don't disappear at all, some move about and some come back after a time as well.

Quite an impressive list of different sorts of bricks there, I thought. And capsules also fall down when certain bricks are hit – if caught then they'll do various interesting things to you (such as make your bat bigger, make your bat smaller, turn your bat into a laser so you can shoot the bricks etc etc etc).

As I've already mentioned, *Arkanoid 2* really is rather addictive – you keep on playing it if only to see all the screens, of which there are approximately loads (my Mum can only get onto the second one though). You get onto a different screen depending on which side you exit once you've completed each level, so however many levels you thought 'loads' was before, double it. If I was asked to sum up *Arkanoid 2* in a word, I'd probably use "brilliant." If on the other hand I was allowed to use more than one word, I'd probably still say "brilliant", but in a slightly more roundabout way.



Left a bit, right a bit, left a bit a bit more. Oops. Missed.

GILBERT – ESCAPE FROM DRILL

Alternative/£2.99

75°

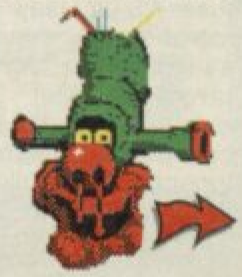
Rich Regular pant-swingers will no doubt know who Gilbert The Alien is – he's one of (and probably the best-looking) presenters from that kiddies' telly program on 'the other side'. Anyway, he's due to do another series, but the rest of the planet whenever you touch a baddy time is lost, as it is when you fail to beat the video game and you lose a full hour (minute). As far as the games are concerned, there are 4 different ones (including one of those 'match the numbers' jobbes), 'Sprout Wars' (don't ask), and Earth Wars (you're an alien shooting waves of people). At the end of the day, *Gilbert Escape From*



Half a pint of your finest Snot please, Bar person.

Drill aren't too keen on the thought of him returning to Earth (all this presenting seems to have gone to his head, you see). So they've stolen bits of the Millenium Dustbin (the spaceship he needs to fly back in) and will only tell him where they are if he can beat them at some of their favourite video games.

But does this mean that you'll simply be walking around a maze until you find one of the video games, entering a sub game, and then carrying on again? Er well, yes, it does actually. The walking bit merely consists of trundling about 'snotting' at passers-by to avoid losing lost time. You have 24 hours (minutes in real time) to complete the game, but *etc* is rather good actually. The map is large, but as games tend to last for ages, this is rather a good job. Its got a nice line in wacky humour and the graphics have that 'cartoony' feel to them that works so well on the Speccy. The only real problem is that things are perhaps a bit too slow. And I'm not too sure how long it'll be before you decide that walking round mazes and playing subgames perhaps isn't such a good idea because it's rather repetitive. But for 3 quid, you can't complain.



AUSTRALIAN RULES FOOTBALL

52°

Alternative/£2.99

Rich Not being nasty or anything, but Australians must be pretty crap if they think this game's anything like the sport we all know (and love) as football. Unless that bit's a red herring of course. You see, in truth the game is far more like rugby (it's played with a funny shaped ball for a start) except with one factor missing – the rules.

Anyway, the chances of converting the shrieks and pains of the real thing to the Spec seemed pretty unlikely, and, alas, I was right (for once) as I reviewed it ages ago as a full pricer. It plays pretty much the same as your average footie game – you control the player nearest to the ball and run up and down the pitch, passing it along the way (although annoyingly you don't know whether there'll be anyone there to catch it). And the problems don't end there. Oh, by jove, no. It's hard to see where things are (the ball for example), your players move jerkily around and to be honest, it's rather hard to tell what's going on. And there's no 2-player option either (which is usually when these things are best). It's not a total disaster (it's undoubtedly the best rugby type game to date) but it just goes to prove that, until someone else proves otherwise, these sorts of game just don't seem to work half as well as footie ones.



Here we see our friendly Australian No Rule players warming up on the village green.

SPITTING IMAGE

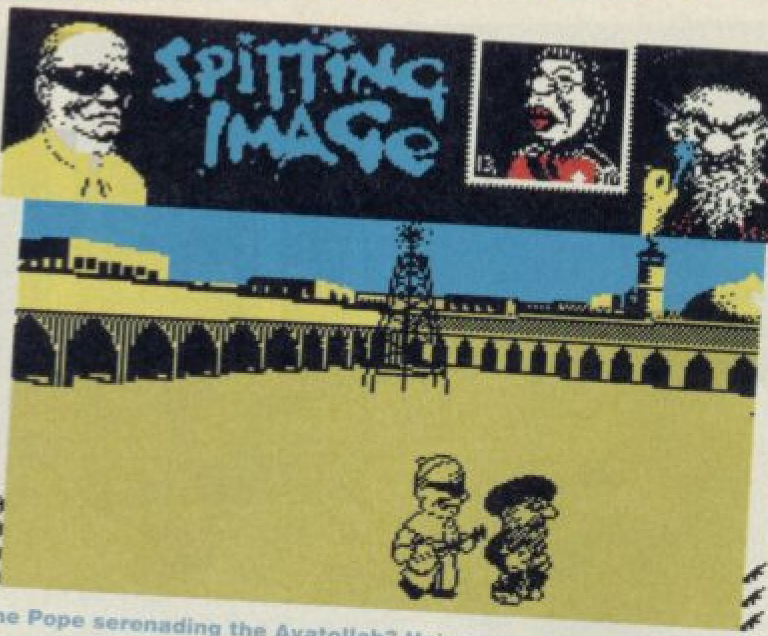
55°

The Hit Squad/£2.99

Jon Based on the telly programme (in case you hadn't guessed) you play one of 6 world leaders (4 of whom have since either resigned or died) with the aim of destroying your opponents' credibility and thus blow up the Earth. To do this you must struggle through the 'hilarious' instructions and the 'crap' jokes, before taking on each leader in 5 no-holds-barred bouts. Apart from the normal bashing moves, the leaders have a special weapon (Gorby's got a deadly yo-yo, for example) and a loyal sidekick (who can be called upon to lob suitable items at the other players). Beat them all and you face the ultimate challenge – mud-wrestling with a mystery opponent in the dark.



The sprites are smooth and there are some very nice graphic touches (like the large, animated caricatures) but unfortunately the game designers forgot one thing – the game. It only takes a couple of picoseconds to cotton on to how to win everytime (and no I'm not going to tell you), after which there's, rather unsurprisingly, no desire to. Tsk, tch and oh, as they say, well.



The Pope serenading the Ayatollah? He's up to mischief more like!

DRAGON NINJA

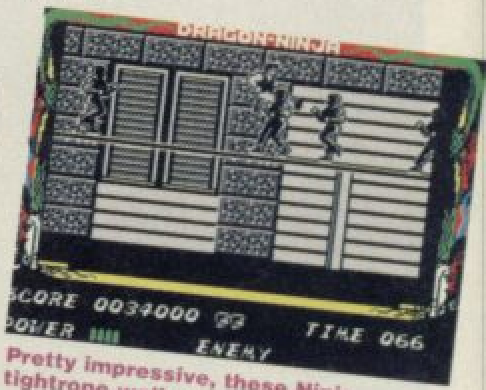
60°

The Hit Squad/£2.99

Jon As you may or may not know, *Dragon Ninja* is a 7-level multiload single-player horizontally-scrolling beat-'em-up. You play a bloke called Bad Dude who's been asked to wipe out the sinister and spooky 'Dragon Ninja' organisation. To do this you need to beat up squillions of black-clad Ninja Assassins and hardly-clad-at-all Women Warriors, as well as the odd top-brass baddie like a Fire-Breathing Fat Man. (Do these people really expect to be served in restaurants?) At the end of all the carnage there should be an American President to pick up and take back home. Steal weapons, collect energy and time icons, and use the *R-Type*-type variable-strenght power punch on those end-of-level nasties.



Thrills? Excitement? Innovation? Whatever happened to them? *Dragon Ninja* is quite breathtakingly average. The usual detailed graphics, wide range of fighting moves and incredibly repetitive gameplay are all here, so everyone but the most dedicated (and undemanding) beat-'em-up fan should immediately fling their pennies elsewhere. A re-release that needn't have bothered to 're'.



Pretty impressive, these Ninja tightrope walkers, aren't they?

LICENCE TO KILL

79°

Hit Squad/£2.99

Rich Did you know that the 00 in 007 actually means licence to kill? Oh, you did. But it still brings us neatly onto the film tie-in of the latest Bond game, featuring 007 who, as we now all know, is in fact licenced to kill. Handy, really, because killing is what you spend most of your time doing during the game.

Once again, Domark have opted for the multi-parter (but impressively not multiloader) shoot-'em-up. Part 1 has you flying up-screen in a helicopter, blasting things on the ground and hopefully not flying into any buildings whilst you're at it. Complete this, and Part 2 is more shoot-'em-up stuff, this time at ground level on foot, involving you shooting baddies. One nice touch (but which makes things harder) is that instead of simply firing straight, you're given a gunsight which can be rotated around.

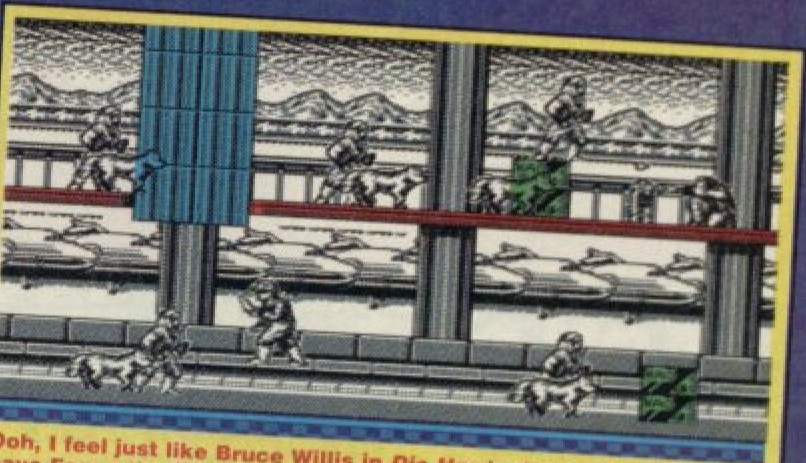
Level 3 sees you having to attach a tow-rope to the back of a moving helicopter or something – Dr B didn't make it too clear in his review (where he scored it 79), and I haven't had a chance to, er, check out this level yet (which is followed by a few more in which James does a spot of swimming, water-skiing and blowing up army trucks).

All the other Bond licences before this one have been rubbish, but not so here. Each part is a good little game in itself – totally unoriginal of course, but certainly worth the 50p which is effectively what you're paying. And as they are neatly tied together, the prospect of a completely different level once you've completed the last will keep you playing as well. Er, right. Why not buy it then?



Here we see Mr Bond in hot pursuit of some innocent little native who he's going to blow to pieces. Hurrah!

SHADOW DANCER



Ooh, I feel just like Bruce Willis in *Die Harder* (except he didn't have Fanny the Wonderdog following him everywhere!). Here we are at the airport (at the beginning of the game) where all sorts of wicked terrorists are, erm, trying to shoot you basically. (Mind you, it helps to kill the boredom while you wait for your 16-hour-delayed chartered plane to Malaga to turn up!)

US Gold/£10.99 cass



Andy Who knows what a bull terrier looks like? That's right, they're those really ugly white dogs, built like bricks, with the piggy little eyes. And doncha just love 'em?! They're so cute!

In fact, if there's one thing that'd improve my life then I think that'd be it – a little 'bully' pup to come into the shed with me everyday, go shopping at Tesco's, hit a nightclub now and again, watch the footie. A man's best friend indeed! But seeing as how my landlord doesn't allow animals in the flat (even though James has managed to creep in a couple of times) I'm simply going to have to settle for second best – which means loading up *Shadow Dancer* and having some kind of white dog wolf thing trotting along behind my heels instead. Ho hum!



Go fetch, Fido! Here we see your trusty hound jumping out in front of you to waste a weird-looking fish-thowing muscleman. Kill!



Now, come on, sunshine – drop the gun. (And how did you get it through customs in the first place, eh?)

Shinobi!!

Not that that's too much of a rough option actually, because US Gold's jolly-long-awaited Sega beat-'em-up conversion is really quite top-notch. (Although calling it a beat-'em-up is a tad far-fetched. Just like in *Shinobi*, its predecessor, you don't so much punch and kick your way through the levels as litter the place up with a million deadly shurikens.) Anyway, back to this dog...

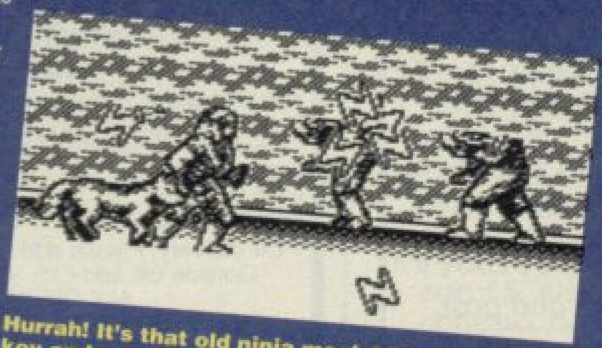
He (or she) doesn't have a name, so for the sake of argument let's call him Doris. The game works like some sort of weirdo 1-player/2-player thing. As I said, Doris trots gaily behind as you spin out your pointy-edged disks to wreak havoc in all directions. The only trouble with this is that sometimes (well, quite often, if the truth be told) the baddies (or terrorists) can all get a bit much for you. They're positioned in such a way that it's often incredibly hard to kill one guy and not get swiped by the yobbo behind him. But don't despair, cos this is where Doris comes in. (Hurrah!) Simply command her to jump in front of you and sacrifice herself on the sword (or bullet, or whatever it is that the first bloke's firing at you) while you quickly nab the bloke behind with one of your shurries. Peasy.

And it works really well!

Yes indeed. It's a gimmick to be sure, but a solid one. Of course, every gimmick needs some strong backing in the graphics and gameplay departments if it's to work, and in *Shadow* they've come up trumps. It looks nice and crisp for a start. You've got no trouble making out your little man and his dog, who both trot along with great assurance. (As does the scrolling.)

This is helped by loads of detailed, but very clear, backgrounds. *Shadow Dancer*'s only got 4 levels, but each of them is split up into 3 or so sub-levels, and there's often a bonus level tagged onto the end. Pretty gigantic and whopping, I'm sure you'll agree! (This really gets you hooked. Because it doesn't take as long to complete a section as it would a 'normal-length' level, there's a strong temptation to move quickly on and knock the next one on the head too.)

So, finally (and at completely the wrong end of the review), let's see what these levels are made up of...



Hurrah! It's that old ninja magic! Hit the Enter key and you send out trillions of shurikens that lay waste to all nearby opposition.

Well, you kick off in an airport lounge, then a cargo hold, followed by what looks like a subway station – and that's just the first level ignoring the bonus section! Cor blimey! Other 'bits' include the roof of a speeding train, some sewers (with a few extremely unfriendly alligators in them) and the final level in which you've got to protect a US space shuttle. (The end-of-level baddies are equally various too – there's a big monster who throws out bouncing balls at you, a locomotive that shoots out some weird flaming rivets, and, ooh, loads more.)

So what's the verdict? Well, pretty blimming marvellous really. I don't usually go for these beat-'em-up things but this certainly kept me glued for a good couple of hours (and then some). There seems to be a lot to it (which is always nice to know when you've just forked out over £10) and it's pitched at just the right difficulty level. (And the dog stuff works well too.)



And here's the end-of-level-baddie in Level 1. He throws balls at you, under the obvious misapprehension that for some reason you're Peter Shilton.

So, an impressive arcade conversion, which takes a simple idea, throws it onto a pretty ricketty old formula and comes up with something rather jolly good at the end of the day. It should appeal to a wider audience than these kinds of things usually do.

finalverdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS	INSTANT APPEAL
84°	86°	85°	81°

DIAGNOSIS

Strong beat/shoot-'em-up conversion with a good gimmick (a fighting dog). It works.

85°

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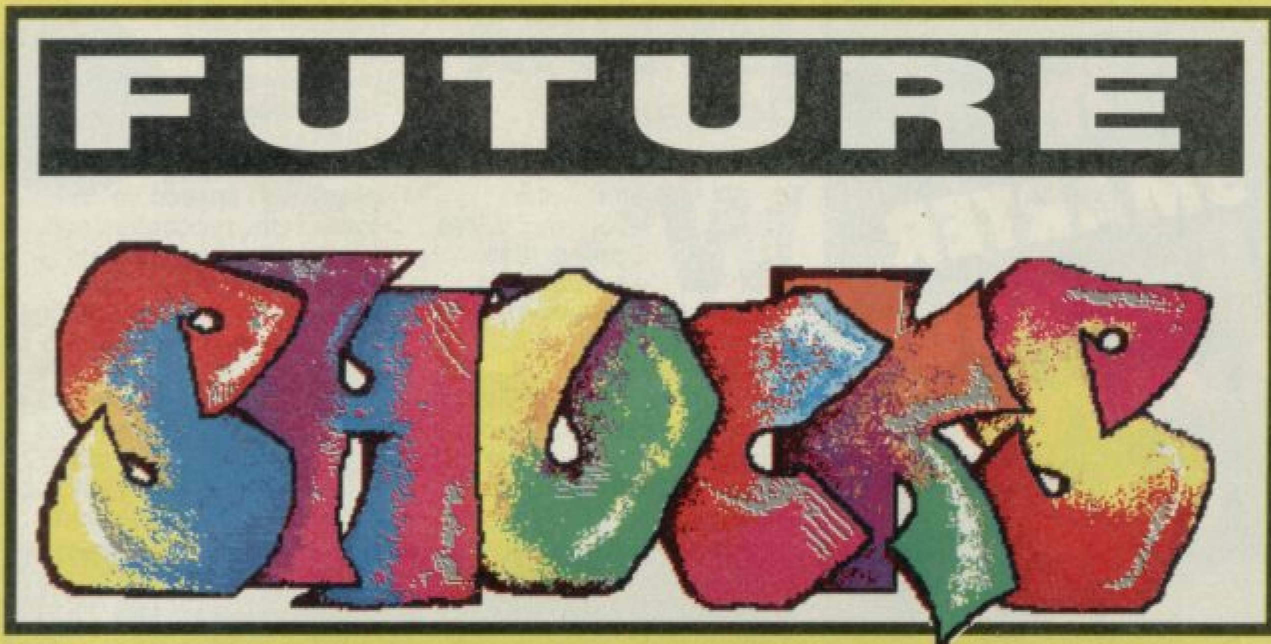
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Sick of the sun? Then stay inside and play Speccy games all day! Here's what's coming up...

CROMWELL AT WAR 1642-1645

Cromwell At War 1642-1645 may sound like the sort of specialised round in *Mastermind* chosen by a chubby Income Tax official with glasses, but, rather unsurprisingly, it isn't (otherwise we wouldn't be mentioning it here, would we?). It's a war sim instead.

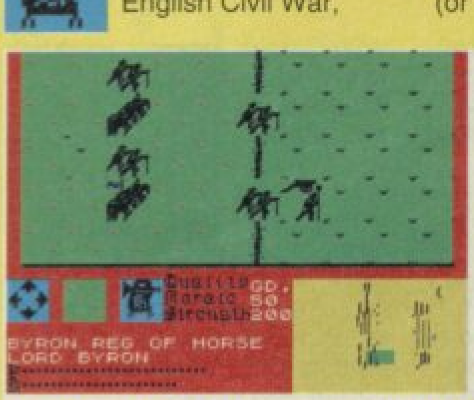
And pretty unique it is too. It deals with the English Civil War, which, as you'll know if you've read lots of huge indecipherable textbooks, pitted the rather flashy Royalists (or Cavaliers) against the Puritanical Parliamentarians (or Sierras). Oliver Cromwell was one of these Sierra Roundheads (or whatever they're called), and he was basically a pretty decent sort of guy who was trying to overthrow the Royals and put a fairly-elected Parliament in power.

Anyway, because they spent a lot of time wandering around the country with a load of old-fashioned weapons, there were tons of violent battles in various muddy fields. The 5 major skirmishes have been selected for this game and basically entail you controlling the Cavalry, Dragoons (but sadly no dragons), Musketeers, Pike-men and Artillery, giving orders to messengers, working out what the other side is up to and watching out for your (probably sinking) morale (and oodles more!). The positions at the start of the battles are historically accurate, but once the game is underway you can do whatever you want. And as it's all cursor led there's none of that dreadful typing in of commands.

So if you think you can control thousands of unruly men with silly headgear and sharp weapons, then keep a look-out for it in next month's ish!



Oops. History nil – Imagination 1, as the Parliamentary forces get totally thrashed!



The Battle Of Marston Moor, and the armies are squaring up to bash to billally out of each other. Hurrah!

CRICKET CAPTAIN

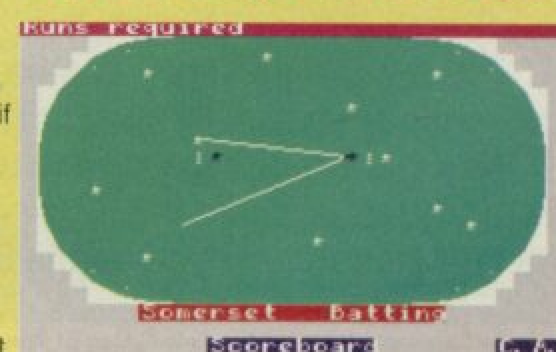
D&H Games

You can't beat a peaceful summer's day on the village green playing cricket, can you, Spec-chums? The quiet thwack of willow on leather, a ripple of applause, bombers from the nearby American airbase screaming overhead. Ahh, it's all so English, isn't it? And D&H have done a game about it!

It's called *Cricket Captain* and it's a management game with graphics. (That's right – graphics.) You've got about 15 bods with various batting and bowling skills and you've got to decide who to select, which position to put them in and how much batting or bowling you want them to do. So no great surprises there. It's when the game starts proper that you actually get to see an overhead view of the pitch. Here, each batman's stroke is plotted as a line so you can see exactly what sort of a shot he's played (so if the line gets intercepted by a fielder then the batsman may well be caught – or dropped if the fielder's crap!).

Luckily D&H seem to realise that the only thing wrong with cricket is that it takes ages to play and so gets very, er, boring. So they've speeded it up to the point where an innings lasts a few minutes and will thus have you riveted to your seat, as your men notch up run after run and wicket after wicket.

All in all, *Cricket Captain* looks a like a cut above your average management game. What's more, the timing for its release is perfect – just right for the start of the season and the cold, rainy summer weather that accom-panies it! We should see it soon.



A typical village green somewhere in Somerset.

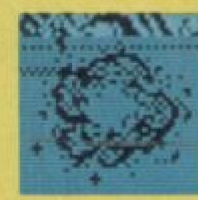
HYDRA

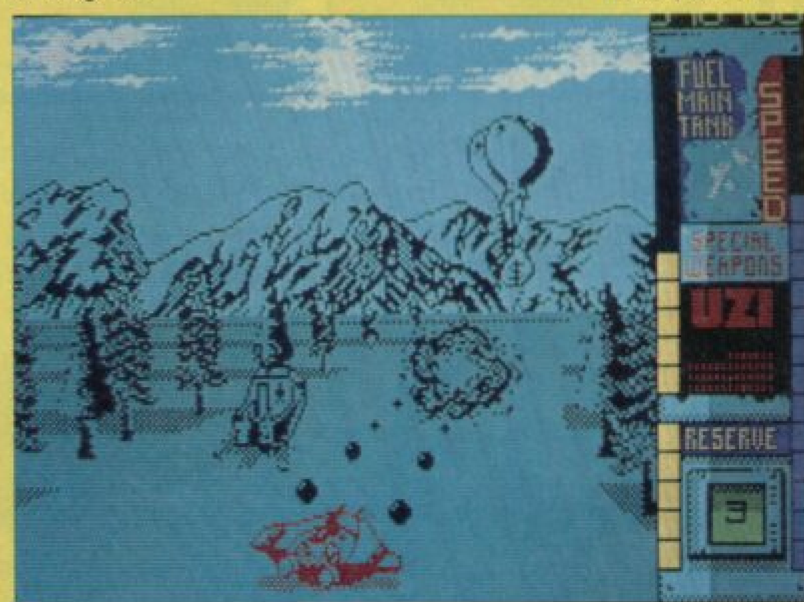
Domark



Water, water everywhere! Yep, Domark really seem to be in frolicsome water-baby mode at the mo. First, *Skull & Crossbones*, then *Thunderjaws*, and now yet another Tengen conversion, *Hydra*, in which you get to play, of all things, a postman. Good grief! you such a nippy boat to race off in when they start to give chase.

And chase they jolly well do, at very high speeds. Hovercrafts, helicopters and heavily armed speedboats all charge towards you, determined to have those Jiffy bags off you at all costs. The 9 missions are each divided into 3 sub-levels, and set everywhere





Here we are in the middle of Oregon, blasting the propellers off loads of horrible enemy gunboats and things. (And we'll be bound that hot-air balloon's not out for a sight-seeing trip either!)

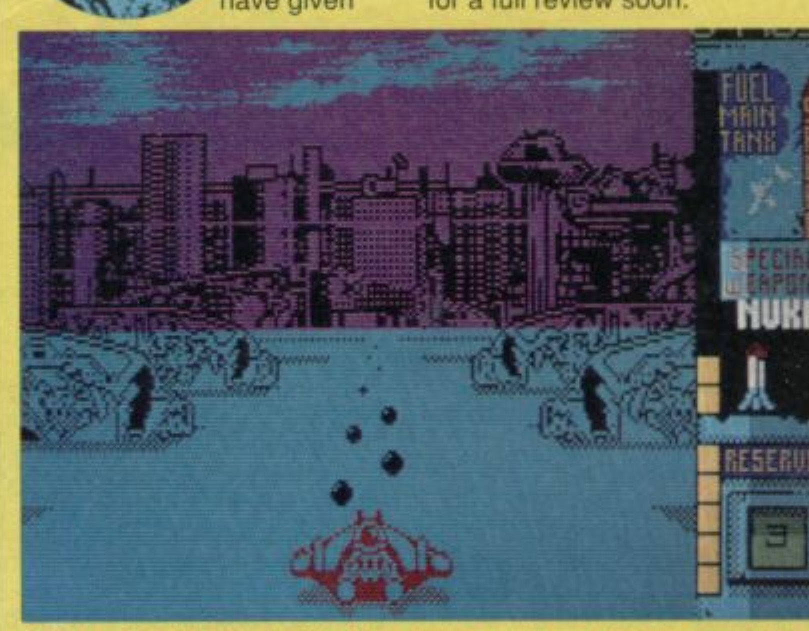
Apparently everyone in the future owns a motorboat, you see, including a gang of rather smelly terrorists (led by a bloke called 'Shadow'), who zip around the world blowing things up. It just so happens you've got something they want (viruses, a Doomsday device, the usual kind of mail order stuff) so it's jolly lucky really that Head Office have given



from canals to the big blue sea, and at the end of each level you get to buy lots of fabby 'boat gear'. As well as fuel, there are lots of shields and weapons to blu-tack onto the front of your craft to make it look that bit harder and mean.



Out and out post-office-related speedboat warfare! Sounds ber-illiant! Watch out for a full review soon.



Oh dear. It rather looks like the whole world's got flooded, and all the cities have turned into sort of futuristic Venices (or something). Better remember to take along your Wellington boots then!

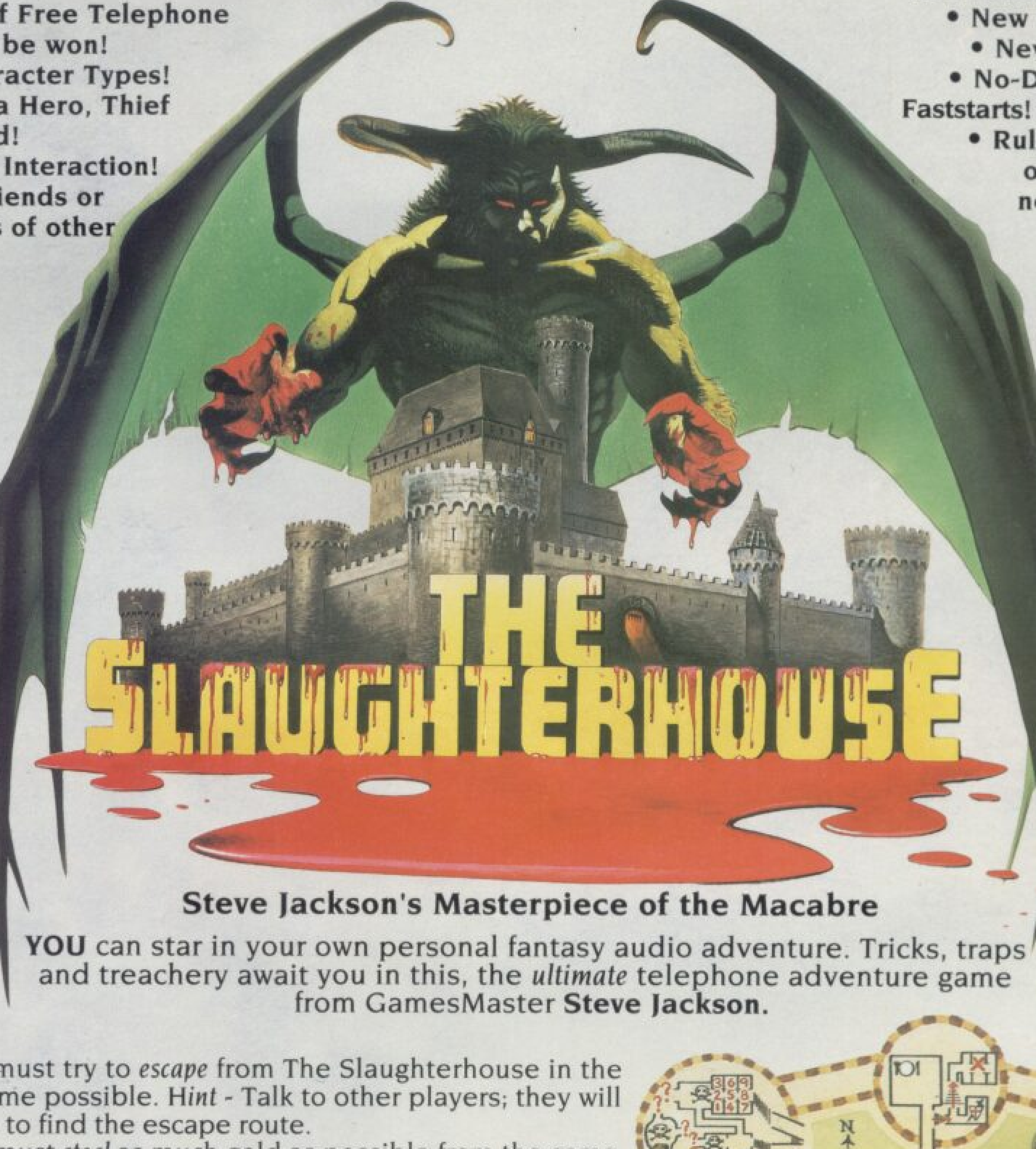
From the designer of

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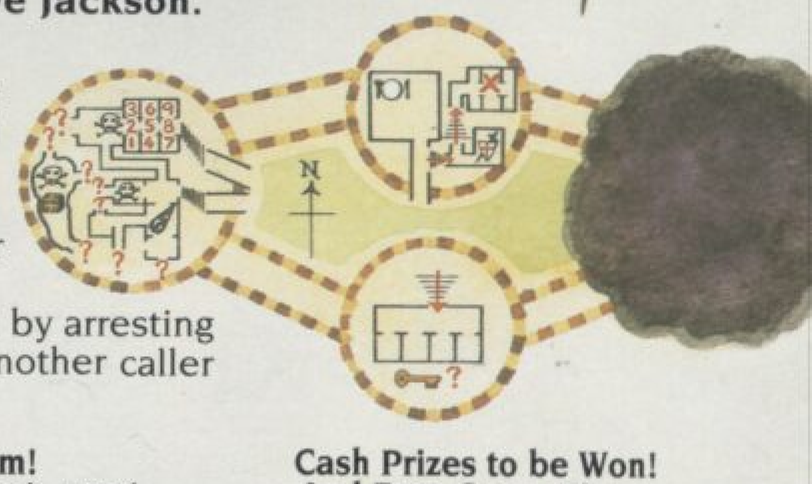
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Heroes must try to *escape* from The Slaughterhouse in the fastest time possible. H*int* - Talk to other players; they will help you to find the escape route.
Thieves must *steal* as much gold as possible from the game characters - and from other callers! H*int* - Don't kill other callers unless absolutely necessary.
Guards earn money by extortion from game characters and by arresting other callers. H*int* - Only arrest Thieves who have killed another caller or Heroes.

Live Encounters!

You will regularly come across *other callers*. Is he Hero, Thief or Guard? Will you risk talking to him? Can you trust what he says? Or if you don't trust him, will you strike the first blow? Heroes need escape information from other callers.Thieves need to *appear* friendly to get close enough to pick pockets. Guards must find out about any strangers they meet - a wrongful arrest carries a heavy penalty.

New Combat System!

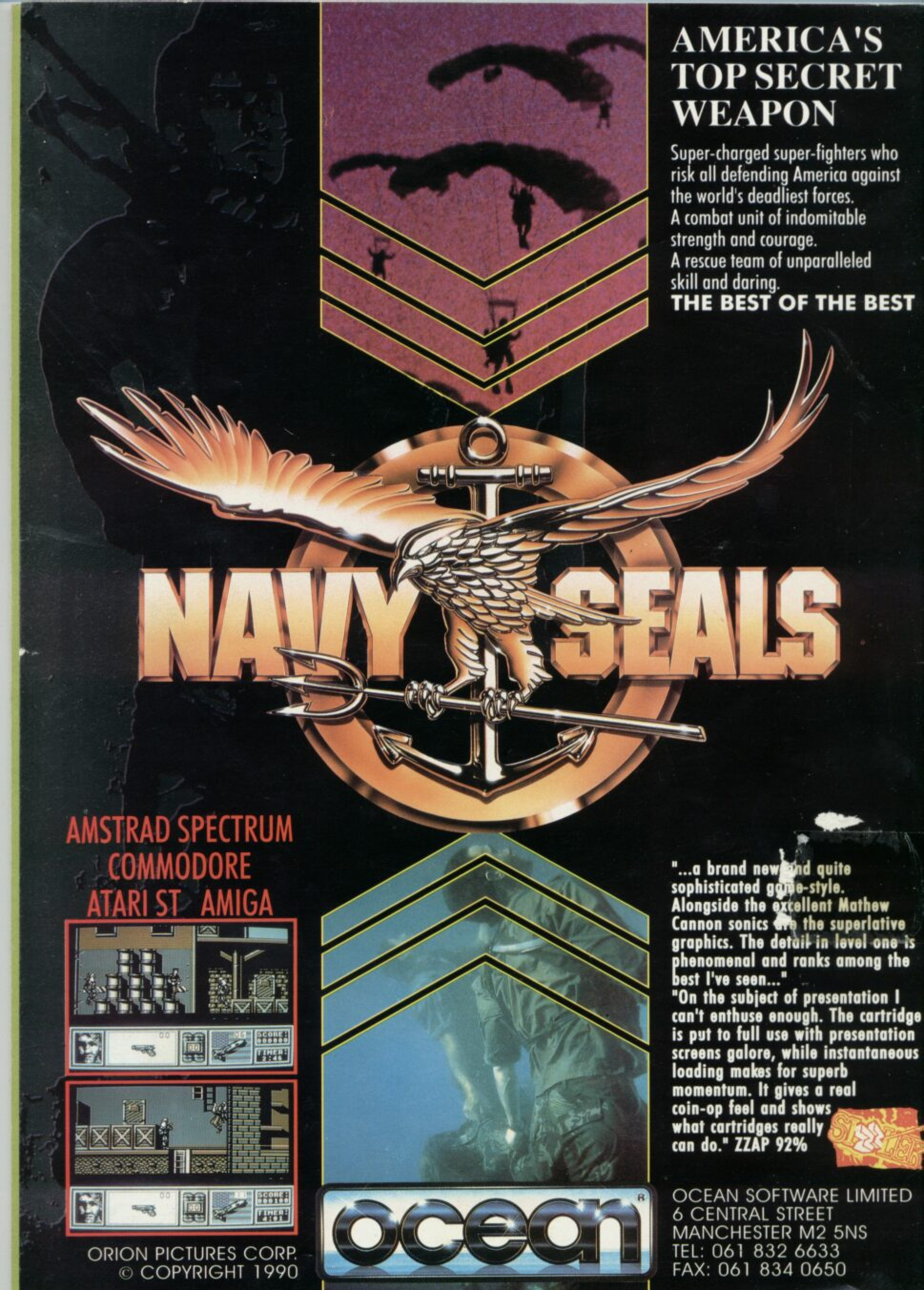
Outguess your opponent each A*ttack Round* by dialling a number between 1 and 3. A 3 (Savage Attack) beats a 2 (Lunge) which beats a 1 (Guarded Attack) which beats a 3. Work out what happens when you both choose the same number! Monsters fight to the death - but in recognisable patterns. But with LIVE opponents, you can opt to either Plead For Mercy (dial a 9) or Spare his Life (dial a 0).

Cash Prizes to be Won! And Free Game Time!

The best Hero, Thief and Guard each month wins a prize of £100. Heroes must escape quickly; Thieves and Guards must collect Gold. In addition to these prizes, the computer will award free play time to characters who collect more than a certain number of Gold Pieces (the Gold required will vary from month to month and character to character).

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Calls cost 33p per minute cheap, 44p per minute all other times. The Slaughterhouse can be played on ALL TYPES of telephone.Some callers may find that dialling a '1' will exit from the game and suspend the call. This occurs at BT exchanges and is not a fault of the game system. If you experience a problem, please call again with a touch-tone telephone.
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